The complete Player's Guide to Donkey Kong Country 2–straight from the pros at NINTENDO POWER

DONKEY KONG COUNTRY 2™
DIDDY'S KONG QUEST™

With its fully-rendered graphics, incredible animation and awesome stereo sound, Donkey Kong Country changed the face of video games. Time and technology don't stand still for anyone, though, so the programmers at Rare and Nintendo went back to work. They sweated over their drawing boards and pounded away at their computers in a valiant effort to make the next leap in video game evolution, and they succeeded! Donkey Kong Country 2: Diddy's Kong Quest goes where no game has gone before. More levels. More enemies. More perils and payoffs than ever before. Which is why we've produced this Player's Guide. It's crammed full of info and advice on practically every facet of this new adventure. Because you need the maps. Because you want the tips. Because it's still a jungle out there!

STAFF

Publisher	M. Arakawa
Editor in Chief	Gail Tilden
Production Manager	Yoshio Tsuboike
Senior Editor	Leslie Swan
Writers	Paul Shinoda
	Kent Miller
Maps and Strategies	V Design
	Yoshi Orimo
	Hiroko Nagami
	Brandon Baltzell
Concept and Design	David Wharton
Cover Design	Griffes Advertising
Production Coordinators	Nancy Ramsey
	Kim Moore
Prepress Supervisor	Jay Wergin
Electronic Prepress	Jim Catechi
	Karl Deckard
	Tim Anderson
	Billy Noland
	Michael Northam
	Michael Sinkula
	Van Williams
Product Consultant	Dan Owsen
Game Consultants	Rich Richardson
	Robert Johnson
	Tom Hertzog
	Tim Bechtel

Special thanks to Rare for the artwork.

The Donkey Kong Country 2: Diddy's Kong Quest Player's Guide is published by Nintendo of America Inc. The Donkey Kong Country 2: Diddy's Kong Quest Player's Guide is published at $11.00 in the U.S.A. ($15.50 in Canada) only by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, WA 98052.

©1995 by Nintendo of America Inc. All rights reserved. Nothing that appears in the Donkey Kong Country 2: Diddy's Kong Quest Player's Guide may be printed in whole or in part without express written permission from Nintendo of American Inc., copyright owner. Printed in the U.S.A. Donkey Kong Country 2™: Diddy's Kong Quest™ ©1995 Nintendo.

Nintendo

Nintendo of America Inc.
4820 150th Ave. NE
Redmond, WA 98052

CONTE

1 GANG PLANK GALLEON

Pirate Panic 22
Mainbrace Mayhem 24
Gangplank Galley 26
Lockjaw's Locker 28
Topsail Trouble 30
Krow's Nest 32

The Stars 4
Kong Helpers 6
Animal Pals 8
The Kremling Krew 12
The Bosses 16
Barrel Bonanza 18
Pirate Plunder 19
The Overworld 20

NTS

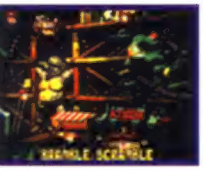
CROCODILE CAULDRON 2

Hot-Head Hop 34
Kannon's Klaim 36
Lava Lagoon 38
Red-Hot Ride 40
Squawks's Shaft 42
Kleever's Kiln 48

KREM QUAY 3

Barrel Bayou 50
Glimmer's Galleon 52
Krockhead Klamber 54
Rattle Battle 56
Slime Climb 58
Bramble Blast 60
Kudgel's Kontest 64

KRAZY KREMLAND 4



Hornet Hole 66
Target Terror 68
Bramble Scramble 72
Rickety Race 74
Mudhole Marsh 78
Rambi Rumble 80
King Zing Sting 84

GLOOMY GULCH 5

Ghostly Grove 86
Haunted Hall 88
Gusty Glade 92
Parrot Chute Panic 96
Web Woods 98
Kreepy Krow 102

K. ROOL'S KEEP 6

Arctic Abyss 104
Windy Well 106
Castle Crush 108
Clapper's Cavern 112
Chain Link Chamber 114
Toxic Tower 118
Stronghold Showdown 122

THE FLYING KROCK 7

Screech's Sprint 124
K. Rool Duel 126

The STARS

DIDDY KONG

Run

Press and hold the Y Button to make Diddy pick up the pace. This command works whether he's running along the ground or climbing.

Jump

If you cartwheel off the edge of a platform and then jump, you'll go higher and farther than normal.

Climb

Of course, Diddy is a champion climber. He's a bit faster at climbing than Dixie is, which comes in handy when timing is crucial.

DIXIE KONG

Dixie can keep pace with Diddy through any sort of dangerous situation. Press and hold the Y Button to make her run or climb for all she's worth.

Diddy normally jumps higher and farther than Dixie, but with her helicopter spin, she can float slowly to the ground or glide over very long distances.

You can use the Control Pad to make Diddy and Dixie climb, but if you hold B, they'll climb up automatically. If you hold Y and B, they'll climb up faster.

After serving as DK's sidekick, Diddy is finally a hero in his own right. Joining him on this adventure is his pal and partner, Dixie, who is more than a match for any Kremling!

Throw

Diddy and Dixie both can pick up barrels, chests and certain enemies after they've been stunned. Press the Y Button to pick up, then release to throw.

Dixie uses her powerful ponytail to hold objects above her head, which is terrific for attacking high flying enemies. Diddy carries objects in front of him, like a shield.

Swim

These two seem to be part fish! Press B to make Diddy do the monkey paddle. If you don't, he'll sink slowly.

Like Diddy, Dixie can hold her breath for an indefinite period of time. Hold Y while pressing B to make both monkeys swim faster.

Cartwheel

Press Y to send Diddy spinning across the screen. This attack will mow down most minor enemies.

Helicopter Spin

Press Y to unleash Dixie's hair-raising helicopter spin attack. If you spin off the edge of a platform, you can jump in mid-air, just as you're starting to fall!

Team Effort

The "team throw" can be used to attack enemies, pick up items and move both monkeys to a different platform or around an obstacle. Press A to pick up your pal, then press Y for the toss. Direct the throw with the Control Pad. If you hold Up and Left or Up and Right as you throw, your partner will automatically advance to your landing point.

KONG HELPERS

CRANKY'S MONKEY MUSEUM

The Kong clan's resident curmudgeon returns to dispense his pearls of wisdom to the next generation of video game heroes, whether they like it or not! Cranky gives you scouting reports on the current area, including tips on beating major enemies and finding secret Bonus Areas. Tips can cost up to three Banana Coins, but they're worth it. Of course, wise cracks are always available free of charge!

WRINKLY KONG'S KOLLEGE

Wrinkly Kong teaches many different courses on battle strategy and game play control. Some lessons are free, while others will cost anywhere from one to three Banana Coins. She can also save your game, and the first save in each area is always free! She's a wonderful teacher, and thanks to her long marriage to Cranky Kong, she has certainly learned how to be patient!

SWANKY'S BONUS BONANZA

Swanky Kong is the king of TV game shows, and he's got not one, not two, but three different quiz games for you to play in each area! Sure, he's funny and so are his clothes, but what can you win? If you answer every question in a quiz correctly, you'll win one or more extra lives! How about that, folks! You must pay to play the advanced games, but the rewards are even greater!

The rest of the Kong clan will be happy to perform many valuable services—that is, if you've got a few Banana Coins to spare!

FUNKY'S FLIGHTS II

Whoa, dude! Funky Kong is back with a whole fleet of Biplane Barrels, ready to fly you to any stage you've completed before. The standard airfare for one or two passengers is two Banana Coins, but if you've already paid for a trip on a route, repeat trips are free.

KLUBBA'S KIOSK

For 15 Kremkoins, Klubba will allow you to cross one of his bridges and explore one part of the Lost World. There are just enough Kremkoins to cross all of the bridges (you can visit them in any order), but you won't receive the last one until you defeat Kaptain K. Rool at the "end" of the game. Even if you collect every Kremkoin up to the showdown with K. Rool, there will still be one Lost World stage left for you to explore.

Animal Pals

RAMBI the rhino

This pugnacious pachyderm is built like a freight train, and he's got the strength and speed to match. Not even the strongest Kremlings can stand up to him, and his super-speed dash (hold A to charge up) will break down the most stub-born obstacles!

Some of your favorite animal buds are back, and they're better than ever. Not only do they lend a helping foot or fin from time to time, you actually get to morph into them in several stages!

ENGUARDE the swordfish

Enguarde is on hand to prove that chivalry is certainly not dead, and he'll take on any underwater urchin that dares to threaten your mission. Press Y to make him dart forward, and his sword-like bill will do the rest! To do a Super Dash that can open hidden areas, hold the A Button. If the water around you suddenly drains away, just press X to hop off his back and continue on hand and foot.

SQUAWKS the parrot

Green Squawks does more than tote your flashlight—his duties now include carrying you through mazes and soaring through squadrons of Kremling creeps. He's armed to the beak with an unlimited supply of eggs, which he'll spit when you press the Y Button. Purple Squawks can't spit eggs or fly upward, but he can slow your fall.

Animal Pals

RATTLY the rattlesnake

Pressing and holding the A Button will charge Rattly up for a super jump unlike any other! Like Diddy and Dixie, he can also walk off the edge of a platform and then jump just as he's beginning to fall. Rattly can also bounce off edges and jump in midair.

SQUITTER the spider

Squitter can spin attack webs (press Y) and platform webs (press L, R or A). Press Up or Down to angle your shots. When shooting platform webs, press once to fire and again to set the platform in place.

Here are the most recent additions to the Donkey Kong Country team. These guys may be rookies, but they've got what it takes to play in the big leagues!

CLAPPER the seal

Clapper may not look like much, but his services are indispensable. In some stages, the water is hot enough to turn you into monkey fricassee, but give Clapper a pat on the back, and he'll cool things down long enough for you to get to the next safe area. In other stages, he'll turn water to ice, enabling you to cross long stretches without having to face the vicious Lockjaws lurking below!

GLIMMER the angler fish

A newcomer to the ranks of the Kong clan compatriots, Glimmer will point the way through the murkiest waters around Crocodile Isle. His natural flashlight won't illuminate everything around you, but at least you'll be able to see where you're going. Finding the exit to a stage will still be up to you!

K. Rool's Kremling Krew

What's an adventure without some really challenging enemies to defeat? Rest assured that Crocodile Isle is crawling with the best (or worst, depending on how you look at it) villains the Kong clan has ever faced!

Klomp

This Kremling sports a peg leg and a bad attitude! He's one of the most common Kremlings, and a bop on the head is usually enough to stop him in his tracks. While one Klomp doesn't pose much of a threat by himself, a horde of them thumping along after you may be some cause for concern!

Neek

Crocodile Isle is infested with Neeks, much to Kaptain K. Rool's delight. They may make the perfect pets for the Kremling leader, but not for any self-respecting member of the Kong clan!

Klobber

A Green Klobber will try to push you around, but the Yellow Klobber steals bananas, and the Black Klobber steals lives. The Red Klobber hides in TNT Barrels and has a special name: Kaboom.

Click-Clack

The first hit will flip him over, the second will take him out. You can pick him up while he's stunned and use him as a weapon, but if he recovers, he'll be even faster than before!

Klinger

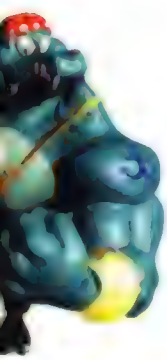
Kremlings aren't natural climbers, but this fellow has been specially trained to be quick and agile. He climbs up and slides down the same length of rope over and over, so you can study his pattern and sneak by him. Like other Kremlings, he's vulnerable to overhead attacks.

Kaboing

Kaboing has had both of his legs replaced with spring-loaded pegs, and he uses them with deadly efficiency. If you're on the same level with him, you should use a super jump to get a leg up on him; otherwise, you may find yourself jumping right into him rather than on top of him.

Kruncha

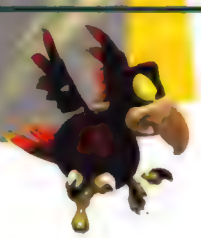
Kruncha's buff, bad and dangerous to know! He is invulnerable to most attacks, but a barrel or chest can knock the fight out of him. If he turns red, he can take you out with a single touch!



Klampon

This toothy little critter is more of a threat than you might think. If you try a cartwheel or helicopter spin attack against him, chances are he'll put the bite on you instead!

Screech



Screech is always looking for a little competition, and he'd be more than happy to race you to the end of a stage. If Screech crosses the finish line first, though, you'll know what they mean by "coming in dead last!"

Zinger

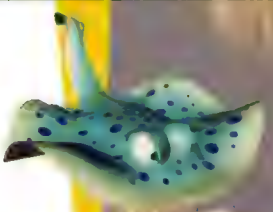
Watch out for this stinker's stinger! Zinger often stands guard over a particular spot or flies a search pattern within a given area. The yellow Zinger can withstand most attacks, but you can shoot him down with a barrel or one of Squawk's eggs. The red Zinger is truly invincible, so don't even try to take him on.

Flitter

As Kremlings go, Flitter isn't that bad. In fact, he can be downright helpful. He's not aggressive, and a simple jump attack will take care of him. You'll often find several Flitters arranged in straight or diagonal lines, and you can use them as stepping stones or stairs between platforms. Jump on the first Flitter and use the momentum from your attack to bounce up or down the line.

Kannon

Kannon is a barrel-chested baddie who speaks softly and carries a big...well, cannon! He's got an unlimited supply of ammunition, and he's perfectly happy just standing in one place, blasting away until the Kremcows come home! He doesn't pause very often, but there's usually a pattern to his cannon fire.

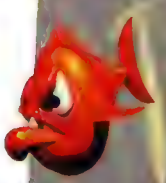


Flotsam

Like Flitter, Flotsam doesn't seem much interested in all the goings on, and he won't chase after you. He likes to swim back and forth in tight spaces, though,and it may be hard to slip by without getting stung.

Shuri

Shuri propels himself by spinning his pointed arms. He usually swims at an angle, so even if you're lucky enough to have Enguarde around, it's very difficult to dodge his attack. The only advantage you have is that Shuri is not very maneuverable, and he tends to swim in a straight line. If you do get past him, it's not worth turning around to defeat him.



Lockjaw

Lockjaw is the stealth fighter of Kaptain K. Rool's underwater arsenal! He's fast, he's maneuverable, and he'll zip out of nowhere, ready to turn you into shark bait. He sometimes patrols only a small area, but in some stages, once he gets wind of you, he'll follow you wherever you go. You'll have to be quick with Enguarde's sharp bill if you want to turn Lockjaw into fish kabobs!

Puftup

Though they look alike, there are two distinct species of Puftups. The first species likes to float in one spot, constantly inflating and deflating its body, causing its needle-like spines to expand and contract. The second species has an interesting response to enemies. It inflates its body until it bursts, sending deadly shrapnel in all directions!

Kaboom

A Green Klobber will try to push you around, but the Yellow Klobber steals bananas, and the Black Klobber steals lives. The Red Klobber hides in TNT Barrels and has a special name: Kaboom.

Kackle and Kloak

These mean-spirited spooks are on the lookout for any hairy intruders into their domain! Kackle haunts the Kremland amusement park, while Kloak fades in and out of several different areas. Dealing with Kloak is especially frustrating, since he sometimes conjures up Zingers to block paths or items.

Kutlass

Kutlass may be short in stature, but he's definitely not short on spirit! As soon as he catches sight of you, he'll charge forward and take a swing with his oversized meat cleavers. Don't try a jump attack on him while he's charging, or you'll get a serious razor burn!

Krook

This Kremling may have lost his hands, but not his capacity for mayhem! Krook's hands have been replaced with boomerang hooks, which protect him from most frontal attacks. In the Squawk stages, you can sometimes approach him from below instead of head-on. If there's a space between him and the wall, you can shoot an egg at him from behind!

Cat-O'-9-Tails

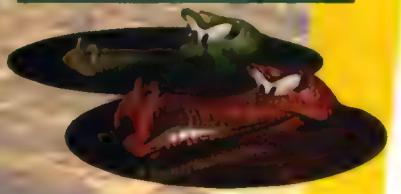
If this dizzy kitty doesn't skewer you with his tails, he'll take you for a spin you won't soon forget. He'll fling you high in the air, but you can control your trajectory with the Control Pad. Take advantage of the situation and aim for any Bonus Barrels or bonus items you see.

Spiny

Spiny's quills protect him from jump attacks, but there are other ways to take him out. Diddy's cartwheel attack is probably more effective against him than Dixie's helicopter spin.

Krocheads

These primitive Kremlings inhabit swamps and are not quick to attack. With their springy jaws, they make great stepping stones and catapults, but be careful that they don't sink out of sight just as you're making your leap.



Necky

Speed and manueverability are Necky's trademarks, and you'd better be ready to move when he catches sight of you. He'll wait patiently for you, then launch a surprise air raid just as he appears on the edge of the screen.

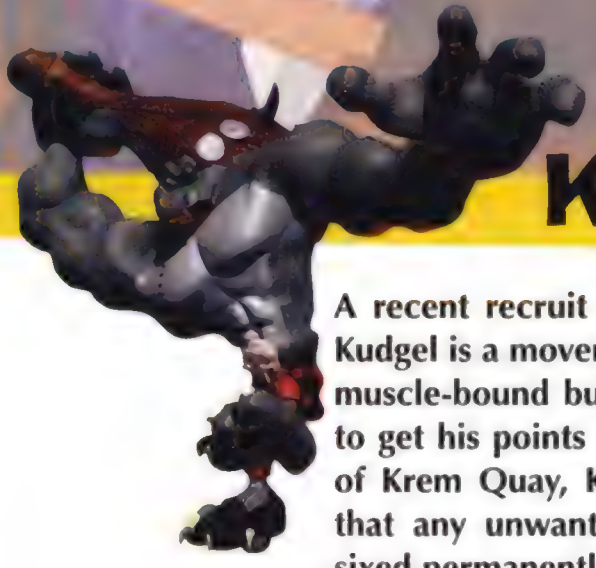
The Bosses

KROW

Krow is K. Rool's eye in the sky, keeping watch from his over the entrance to the Crocodile Isle harbor from his nest atop the Gangplank Galleon. This high-flying spy will go to any lengths to carry out his duty, even using his own eggs to bomb Kong clan intruders!

KLEEVER

There's only one thing on Kleever's mind, and you can bet it has something to do with turning Diddy and Dixie into simian sushi. With a flame-throwing head and a heart of cold steel, he's perfectly suited to patrolling the bubbling lava pits of Crocodile Cauldron.



KUDGEL

A recent recruit to the Kremling ranks, Kudgel is a mover and a shaker, using his muscle-bound bulk and his clawed club to get his points across. As the guardian of Krem Quay, Kudgel must make sure that any unwanted monkeys are deep-sixed permanently!

Kaptain K. Rool has assembled the roughest, toughest and dirtiest bunch of Kremlings ever to sail the Seven Seas! These creeps are bent on one thing: the total destruction of the Kong clan, starting with Donkey Kong. Your job is to scuttle their plans any way you can!

KING ZING

King Zing didn't earn his stripes by being a pushover! His troops are ready to give our heroes the most hair-raising time of their lives. Visit the Krazy Kremland amusement park on *your* next vacation, and find out why it's called "The Scariest Place On Earth!"

KREEPY KROW

If you make it past Krazy Kremland, Kreepy Krow will try to head you off at the pass, and Gloomy Gulch is the spot he's chosen for the final showdown. He may look like a ghost, but he's more powerful than ever, and this time, he's got a squadron of Neckys to back him up!

KAPTAIN K. ROOL

And in this corner, weighing in at a trumped-up, swell-headed, big-bottomed 286 pounds, the King of Chaos, the Master of Disaster himself... Kaptain K. Rool! This rancorous reptile has fashioned himself after the pirates of old, but you know he's just a burly bully with delusions of grandeur. He's kidnapped your pal, DK, so roll up your sleeves and get ready to rumble!

BARREL BONANZA

You won't find a barrel of monkeys, but you're certain to find a use for any barrel that rolls your way. Besides basic barrels that you can throw, you'll find many with special uses.

NORMAL BARREL

These don't often have bonus items or coins in them, but they do make terrific weapons and shields.

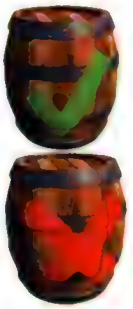
DK BARREL

Break this to release your partner. If your partner is with you and the barrel is in mid-air, you won't be able to grab it.

BONUS BARREL

This special Barrel Kannon will send you through time and space to a Bonus Area. There may be one or more in any given stage.

CHECK AND X BARRELS

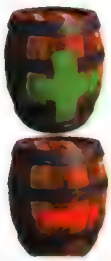


In roller coaster stages, the Check Barrels will open gates on the track, and the X Barrels will close them. If you hit a closed gate, you'll lose a life!

BARREL KANNONS

There are several types of Barrel Kannons. Regular Blast and Arrow Barrels will launch you in pre-programmed directions.

PLUS AND MINUS BARRELS



In roller coaster stages, the Plus Barrel adds time to the clock and the Minus Barrel subtracts it. If time runs out, you'll... well, you'll find out!

STEERABLE BARREL

Use the Control Pad to move this barrel in any direction. You may have only a few seconds before it fires automatically.

ROTATE BARREL

Spin this barrel with the Control Pad, then press B to fire. Like the Steerable Barrel, it may be equipped with a timer.

EXCLAMATION POINT BARREL

Break this open to gain temporary invulnerability. You'll literally glow with super power, but the effect fades very quickly.

TNT BARREL

This barrel is loaded with high explosive, and it will go off on impact. Use it as a weapon or to break through walls.

DIDDY & DIXIE BARRELS

These Barrel Kannons can be activated only by the character pictured on the side. They usually lead to bonus items or hidden areas.

STAR BARREL

This marks the halfway point in a stage. Break it to start over from here if you lose your life.

BIPLANE BARREL

Go to any branch of Funky's Flights II and catch the next barrel to a wonderful Crocodile Isle destination!

ANIMAL BARREL

These barrels will change you into the animal friend pictured on the side. If Diddy and Dixie are transformed together, they'll survive the first hit from an enemy.

INVISIBLE ITEMS

Invisible Barrels, which remain hidden until you touch them, are usually Bonus Barrels or Warp Barrels. They — and other invisible items — are shown with blue tint on the maps.

PIRATE PLUNDER

BANANAS!

They're the perfect food for any Kongster! They come with their own wrapper. Collect 99 of these precious fruits to earn an extra life. If you happen to get lost in a stage, a trail of bananas will often point you towards the exit.

BALLOONS

These balloons are worth one or more extra lives, so keep your eyes peeled. Swanky gives them away as prizes, and you'll sometimes receive one as a reward for safely guiding an animal friend to a particular point or for completing a stage.

GOLDEN LETTERS

Collect the letters "K-O-N-G" to earn an extra life. The letters appear in every stage but are often hidden in other objects or secret areas. They don't carry over from stage to stage, so if you miss them, you miss out!

COINS

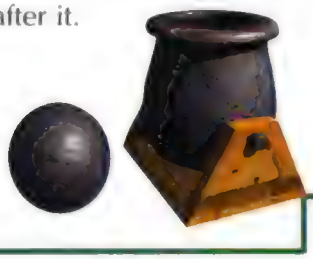
Search the stages for these golden treasures. Kremkoins and Banana Coins are used to pay for special services, but Cranky's mysterious Hero Coins are strictly for pride.

CHESTS & CRATES

Like barrels, these can be used as weapons. They sometimes have bonus items hidden within them, and if you're lucky, you may uncover a Kannonball.

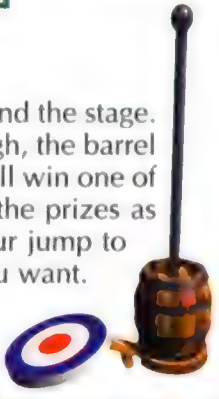
KANNON

Like the Bonus Barrel, a Kannon will transport you to a Bonus Area. To activate it, load it with a Kannonball (usually found elsewhere in the stage), then jump in after it.



EXIT TARGET

Hitting the exit target will end the stage. If you land on it hard enough, the barrel will shoot upward and you'll win one of a variety of prizes. Watch the prizes as they scroll by and time your jump to collect whichever prize you want.



ANIMAL CRATE & SIGN

Break open the Animal Crates to release the animal ally pictured on the side. If you bring your friend safely to the end of his territory (marked with a "No--" sign), you'll receive a Balloon or some other fab bonus!

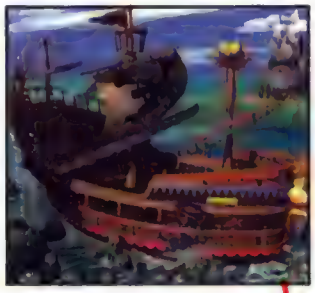
HOT AIR BALLOONS & OFF-ROAD TIRES

These items will help you cross dangerous territory. You can ride the balloons across lava pits, as long as you fill them up at the gas jets along the way. The tires can be used as trampolines, but they'll run you over if you're not careful!

OVERWORLD

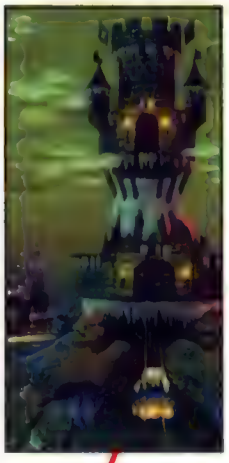
GANGPLANK GALLEON

Even though it's half-sunken, the once-proud flagship of Kaptain K. Rool's fleet still serves as the first line of defense against any Kong rescue party.



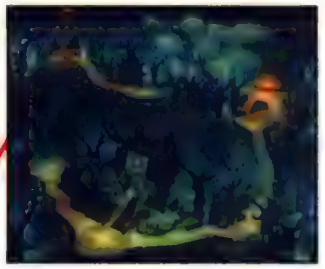
K.ROOL'S KEEP

The Kaptain's home is on the highest peak of Crocodile Isle. You'll feel on top of the world if you ever manage to get through his Kremling army and reach the castle!



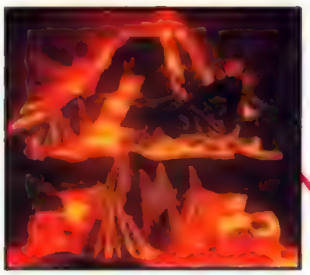
GLOOMY GULCH

Don't count on meeting another living soul in this dilapidated ghost town, where even the ropes fade in and out of existence like phantoms. Not even the town of Tombstone was this terrifying!



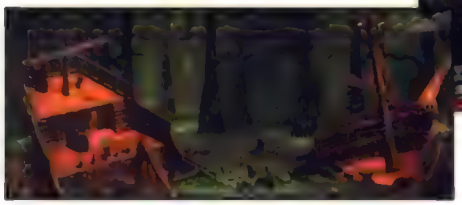
CROCODILE CAULDRON

Talk about out of the frying pan and into the fire! The lava pools and gas jets of this volcano are the source of heat and power for the Kremlings and an endless source of frustration for you!



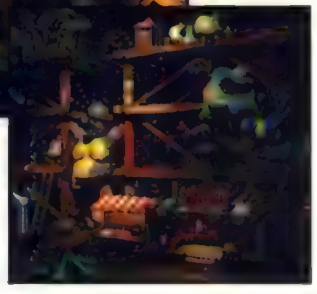
KREM QUAY

K. Rool proves he's a pirate and not a sailor with yet another wrecked ship. Be careful or you'll get sunk in this swamp along with it!



KRAZY KREMLAND

Step right up, gentlemonkeys, and enter the world's most dangerous amusement park! There's no cotton candy, there's no fun house, but the Kremlings will make sure that you have the time of your life! The end of your life, that is!

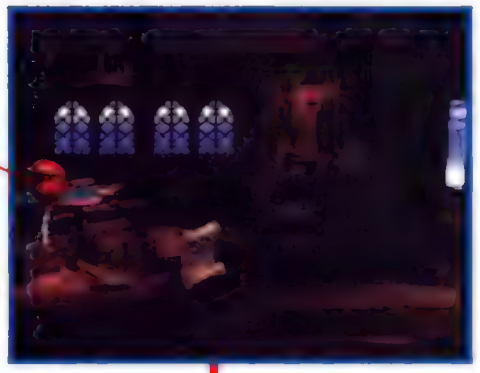


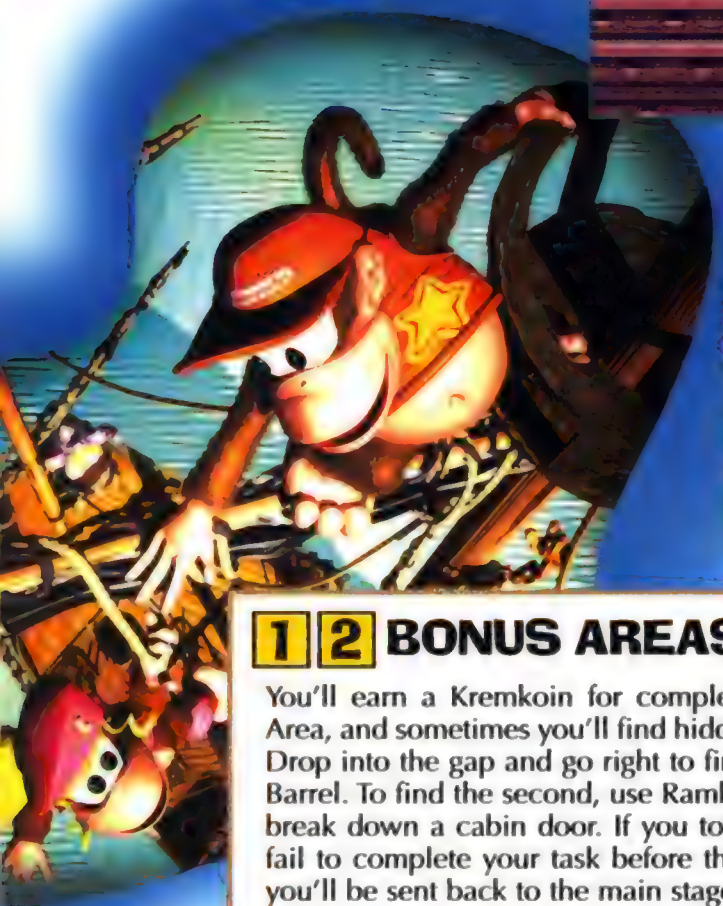
GANGPLANK GALLEON

1. Pirate Panic
2. Mainbrace Mayhem
3. Monkey Museum
4. Gangplank Galley
5. Kong Kollege
6. Lockjaw's Locker
7. Swanky's Bonus Bonanza
8. Topsail Trouble
9. Funky's Flights II
10. Krow's Nest

Pirate Panic

Avast, me hearties! There's a Kremload of cutthroats on this old bucket, and it's time for you to clean them out. You'll find Rambi in this stage, and his dash attack will come in handy. (Hold the A Button to charge up, then release it to dash.) There's a certain point in the stage where Rambi will have to leave you, but if you bring him to that point, you'll earn an extra life.



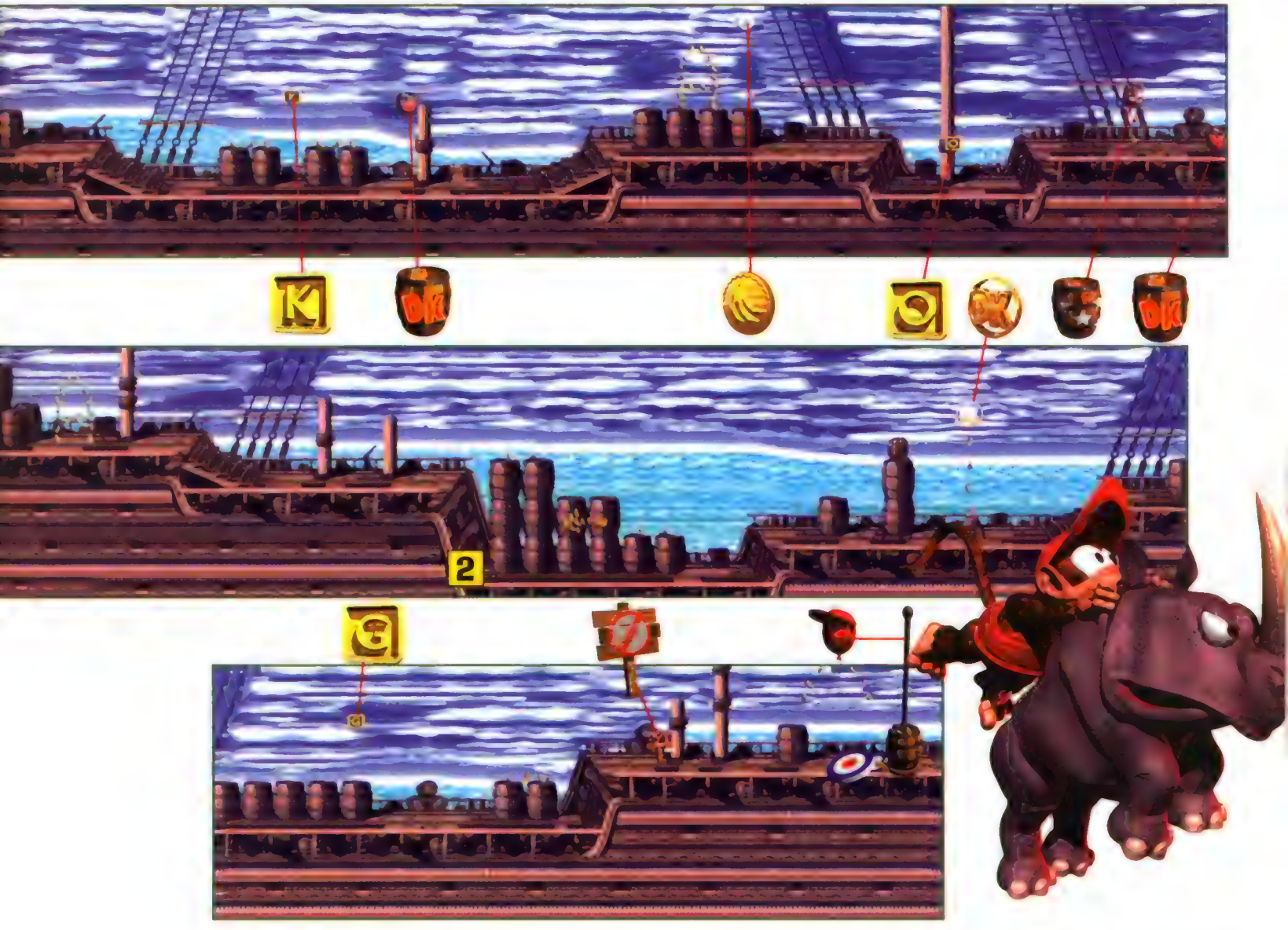


1 2 BONUS AREAS

You'll earn a Kremkoin for completing each Bonus Area, and sometimes you'll find hidden treasures, too. Drop into the gap and go right to find the first Bonus Barrel. To find the second, use Rambi's dash attack to break down a cabin door. If you touch an enemy or fail to complete your task before the timer runs out, you'll be sent back to the main stage empty-handed!

3 WARP BARREL

All of the Gangplank Galleon and Crocodile Cauldron stages have special Blast Barrels that will warp you to the end of the stage. They're usually near the starting point, but they're invisible!

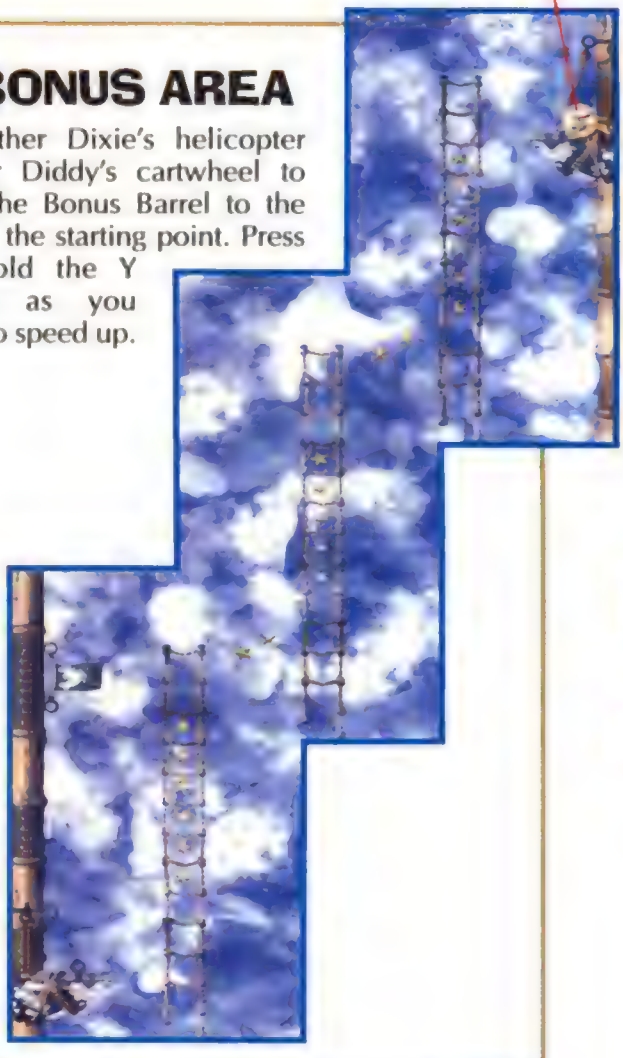


Mambrace Mayhem

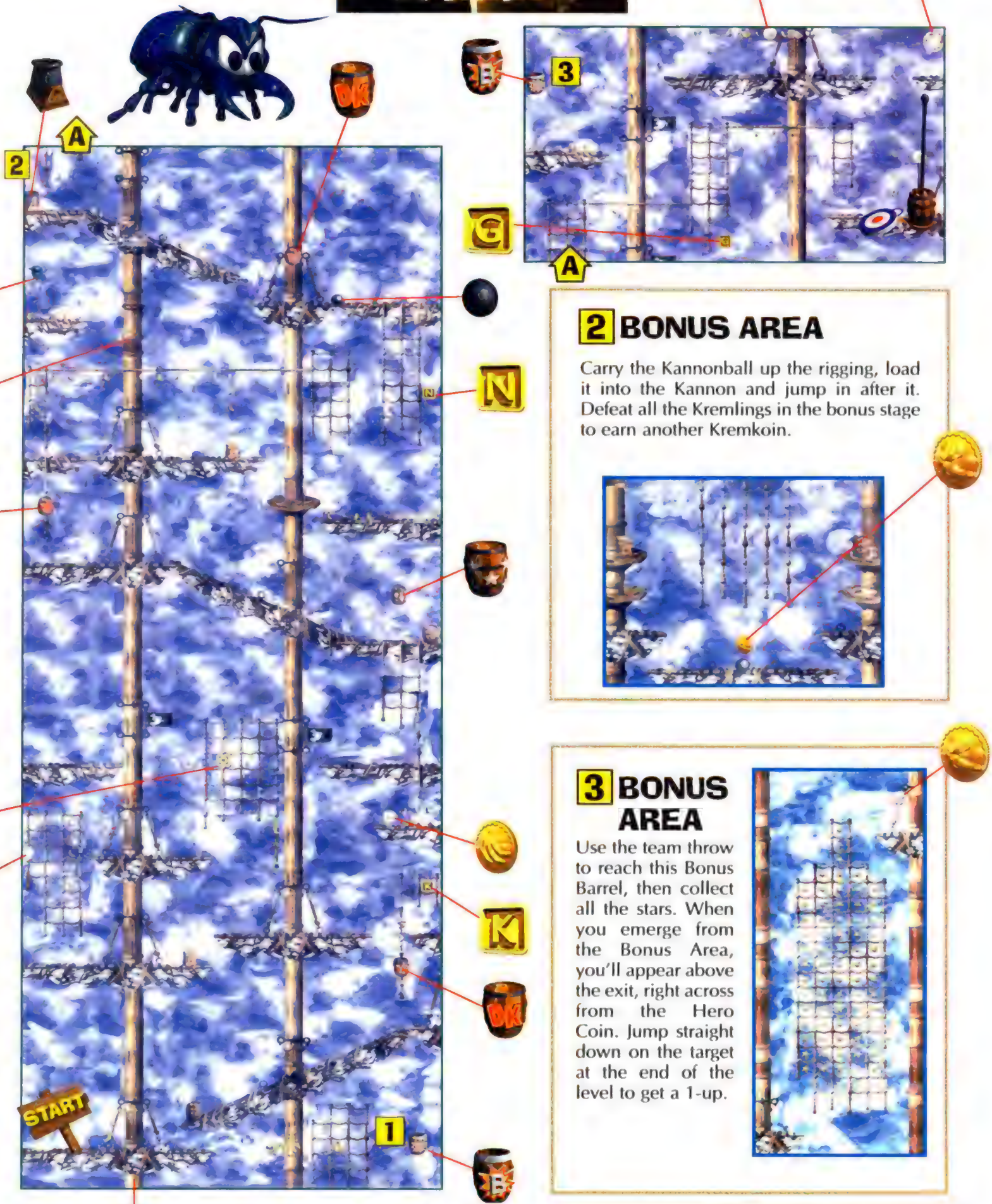
Bonus Barrels are one means of getting into Bonus Areas, and Kannons are another. You need a Kannonball to activate a Kannon, and both items are usually located in different parts of a stage. The great thing about Kannonballs is that they can be used as weapons over and over without being destroyed! As for our hirsute heroes, Dixie takes center stage with her fab helicopter spin. Use it to locate the Warp Barrel just below the starting point.

1 BONUS AREA

Use either Dixie's helicopter spin or Diddy's cartwheel to reach the Bonus Barrel to the right of the starting point. Press and hold the Y Button as you climb to speed up.



GANGPLANK GALLEON



2 BONUS AREA

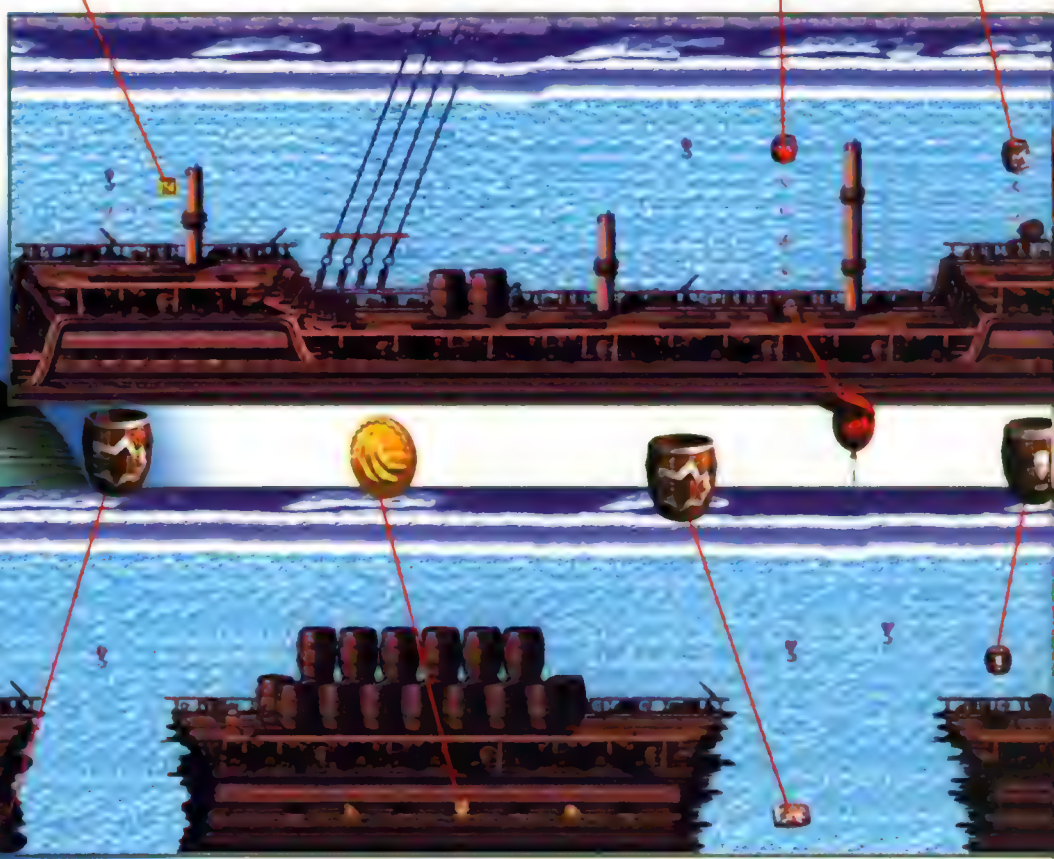
Carry the Kannonball up the rigging, load it into the Kannon and jump in after it. Defeat all the Kremlings in the bonus stage to earn another Kremkoin.

3 BONUS AREA

Use the team throw to reach this Bonus Barrel, then collect all the stars. When you emerge from the Bonus Area, you'll appear above the exit, right across from the Hero Coin. Jump straight down on the target at the end of the level to get a 1-up.

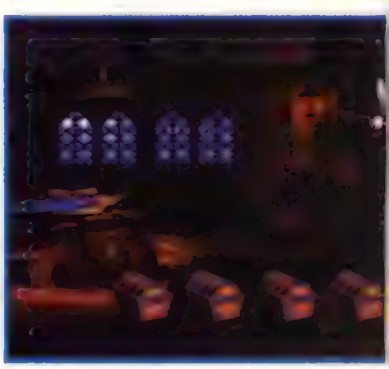
Gangplank Galley

It may look painful, but hanging by your tail will soon become second nature to you! Jump up the barrels to the left of the starting point to find a hook suspended in mid-air. Either use Diddy's cartwheel or Dixie's helicopter spin to grab it, then jump along the hooks to the right to find the Hero Coin.

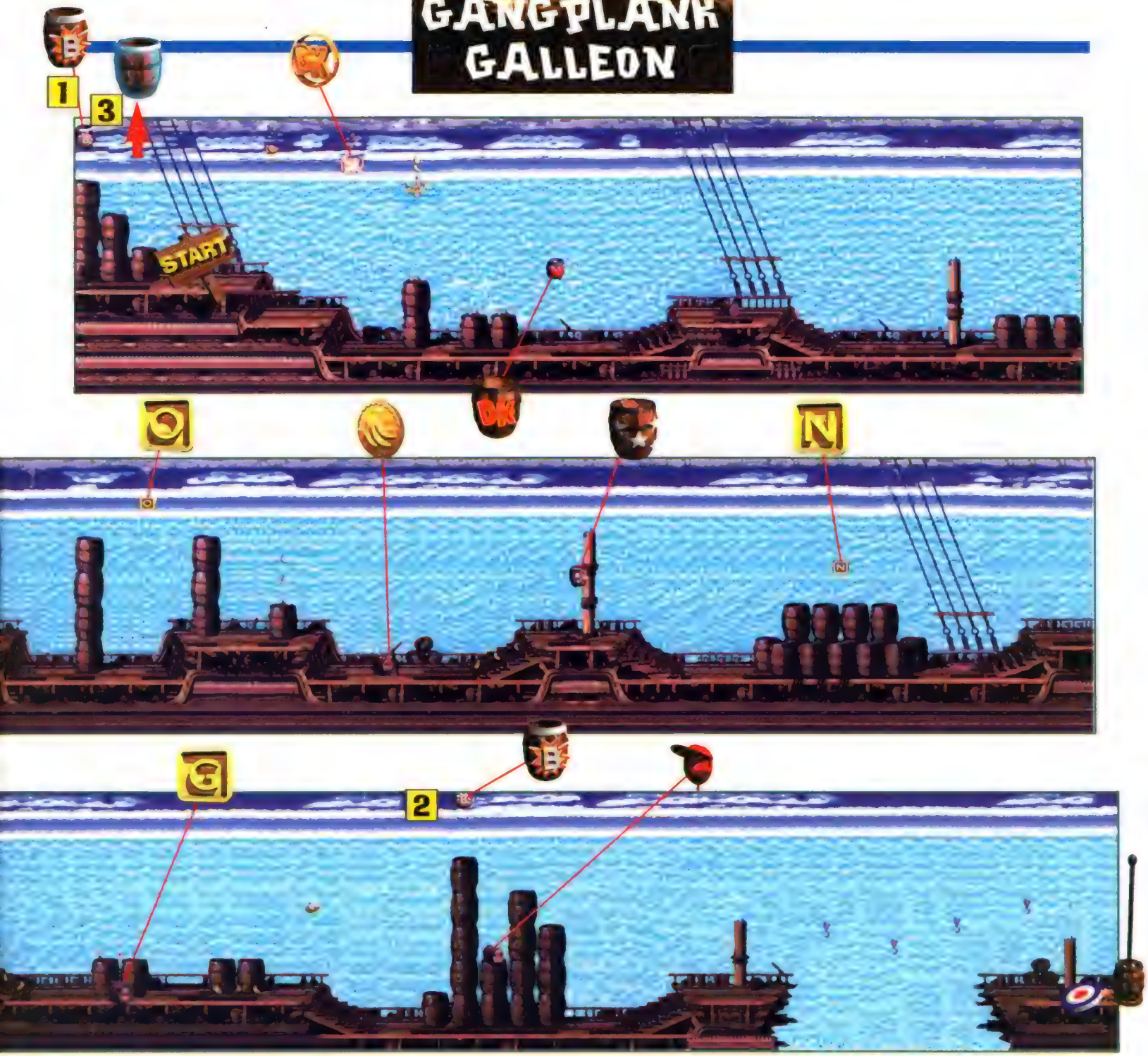


1 2 BONUS AREAS

In the first Bonus Area, break the chests against the Zinger. To get to the second Bonus Area safely, break the Exclamation Point Barrel to become invincible, then dash to the right and up the stacked barrels. Once there, swing up the hooks to the Kremkoin.

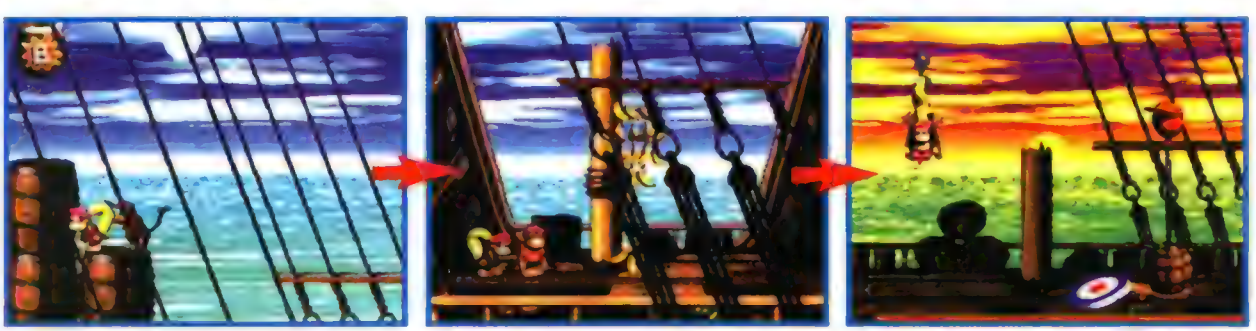


GANGPLANK GALLEON



3 WARP BARREL

The Barrels to the left of the starting point are your ticket to a quick trip to the end of the stage! There is an invisible Warp Barrel just to the right of the first Bonus Barrel. Stand on the middle barrel and use the team throw to toss your partner upward.

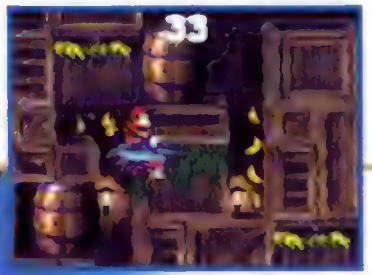


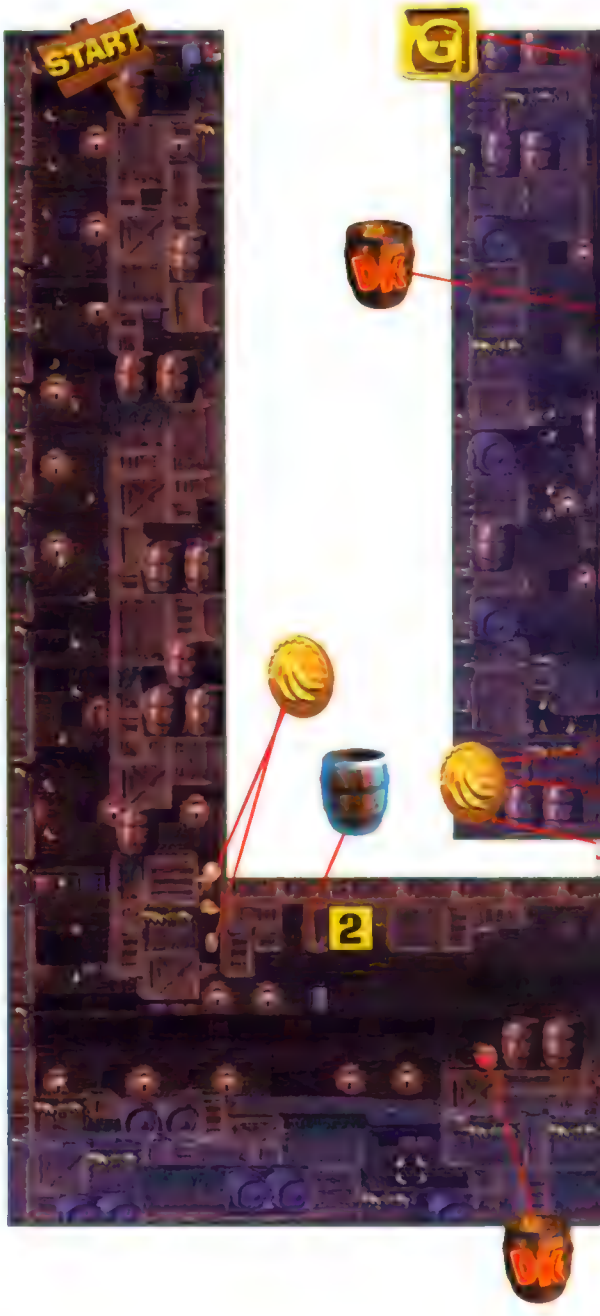
Lockjaw's Locker

It's time to take the plunge into unknown waters! There are few surprises, but you'll find Flotsams and Lockjaws around every corner. To grab the Hero Coin near the end, you'll need to swim very quickly over to the right and jump onto the crates before the water recedes to the bottom of the hold. You can also throw your partner up from the "no swordfish" sign.

1 BONUS AREA

As you swim among the crates, you'll find a letter "A" made of bananas. To the right of that is a large crate with a lone banana next to it. Hold the A Button to charge Enguarde up for a burst of super speed. Aim for the banana and release the button. You'll burst through the crate and into the Bonus Area! Look for the Kremkoin in the upper right corner.

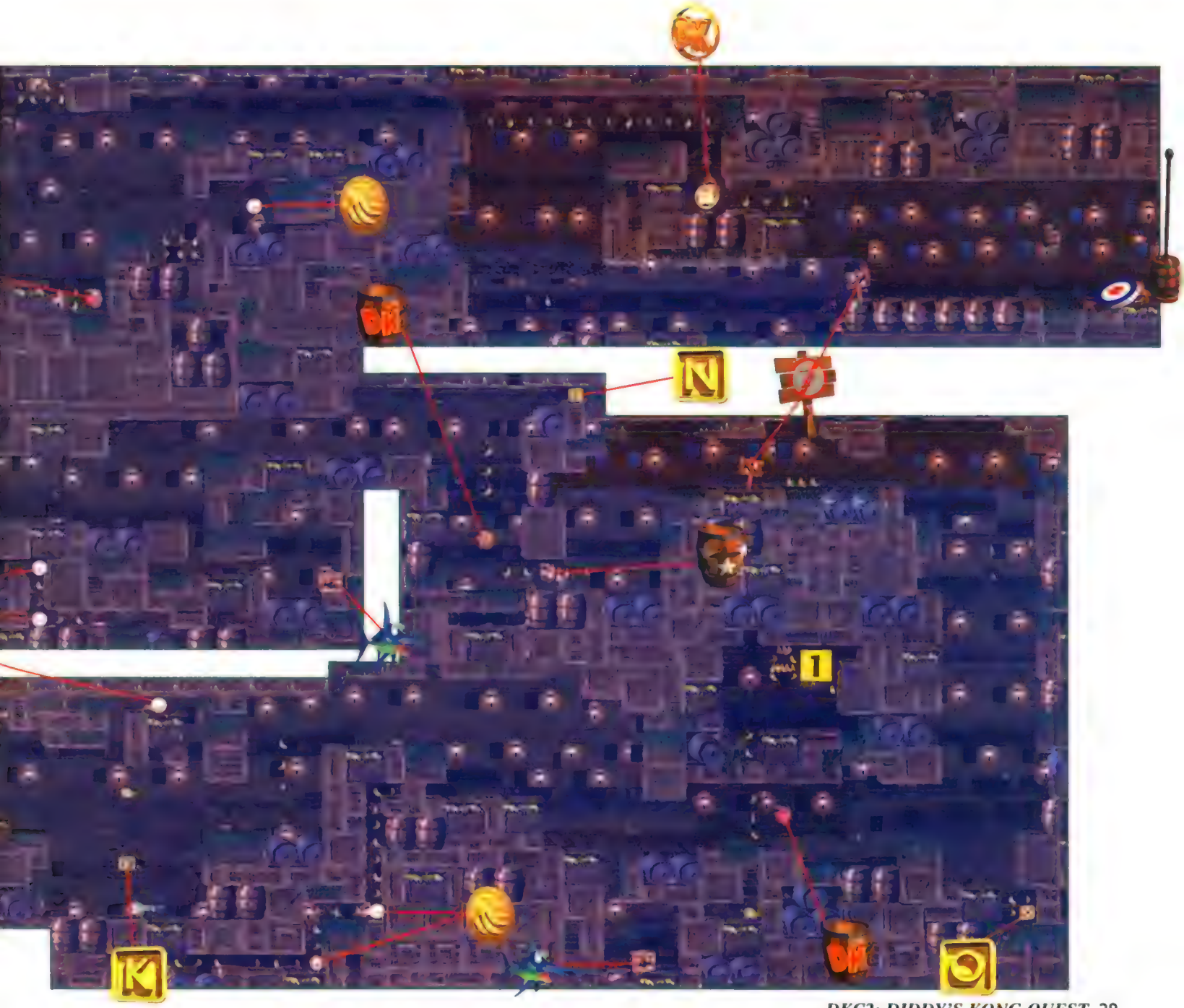




GANGPLANK GALLEON

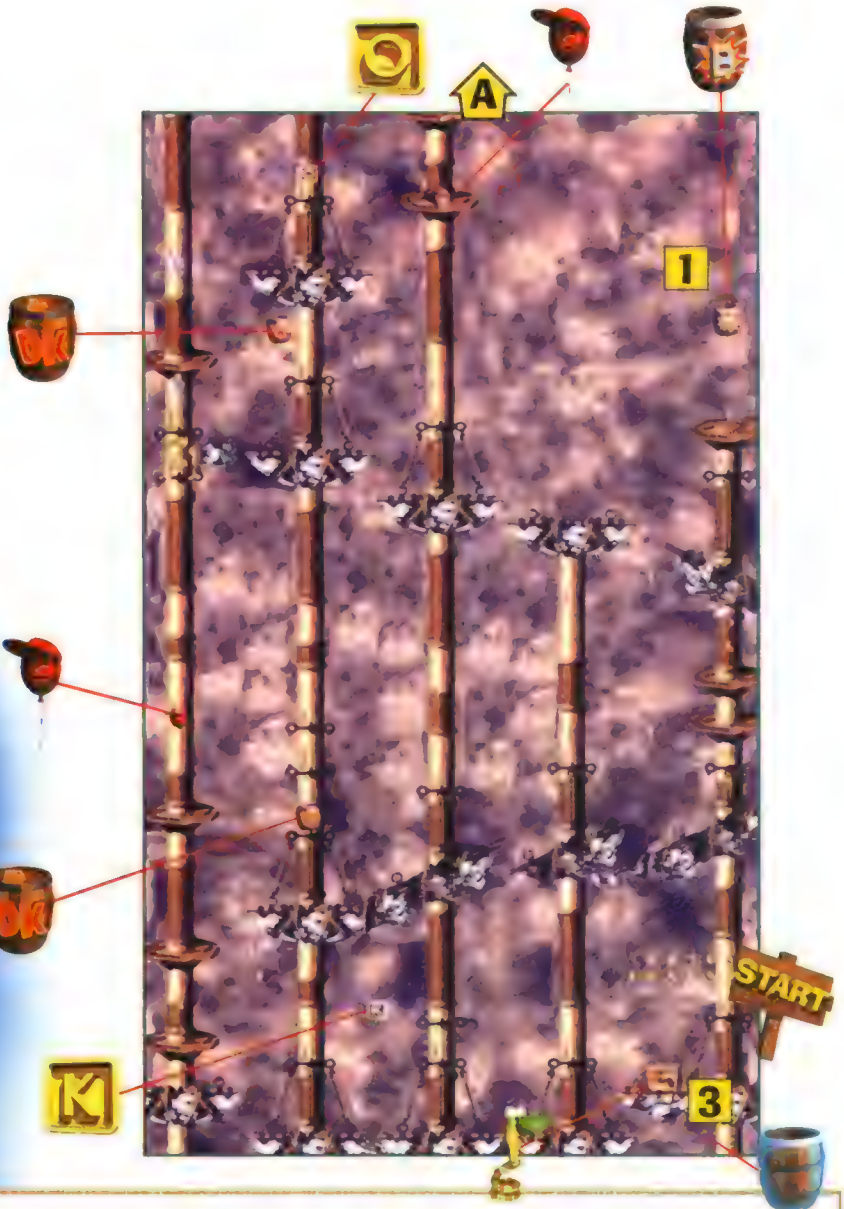
2 WARP

If you want to skip all the excitement, just swim to the right until the water rises, then swim back to find an invisible Warp Barrel.



Topsail Trouble

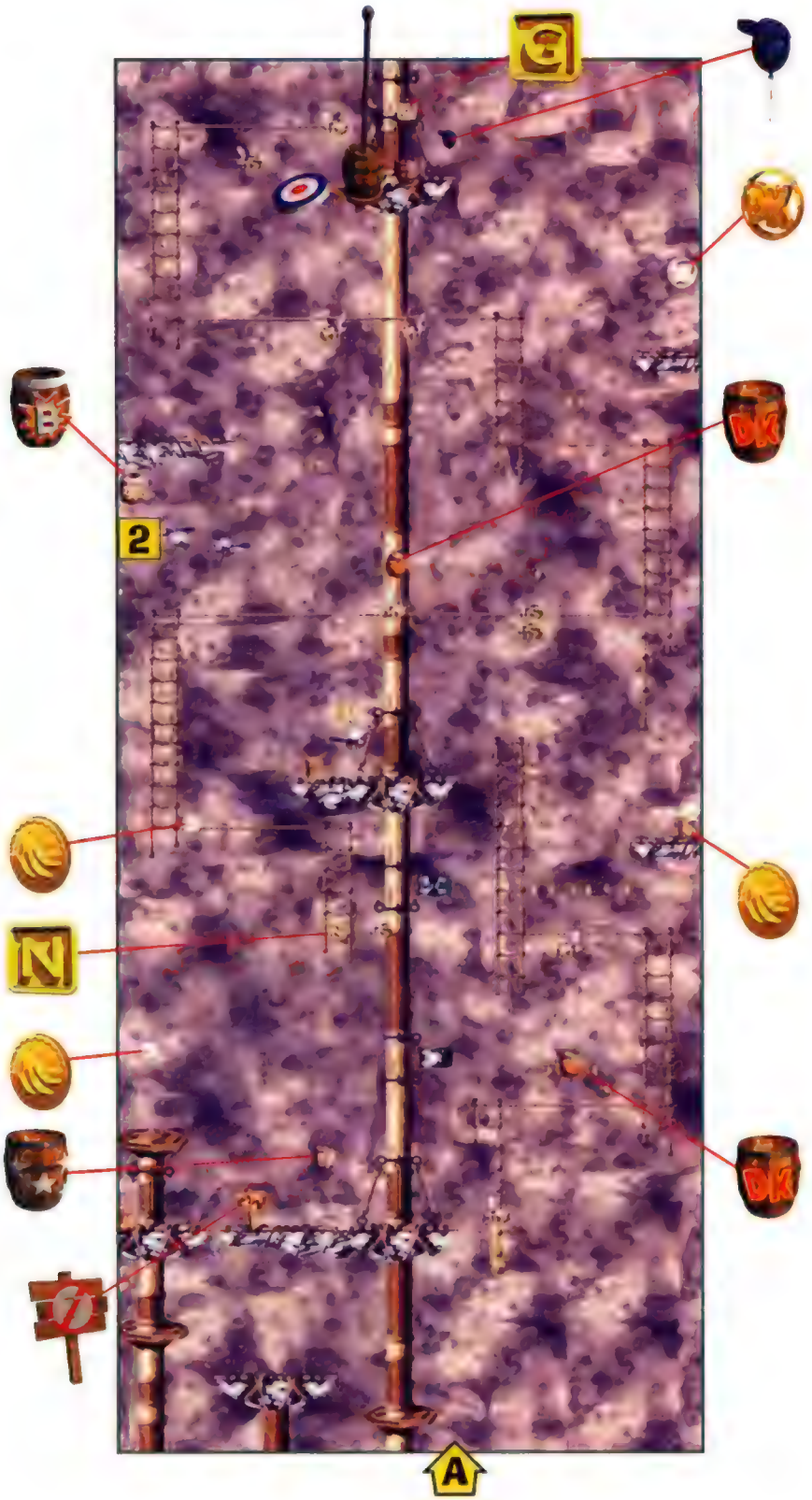
Ahoy! Will you ever reach the Krow's Nest? This stage isn't very difficult, but it gives you a chance to get acquainted with Rattly. Do you see the "A" spelled out in bananas? Press and hold the A Button for a few seconds, then release it to get a big rise out of your reptilian pal!



1 2 BONUS AREAS

Use a team throw or a Rattly super jump to reach the first Bonus Barrel. To get to the second one, look for a pair of Flitters to the left of a lone banana. The banana is really a hook in disguise! Grab the hook, then bounce up the Flitters to the barrel.

GANGPLANK GALLEON



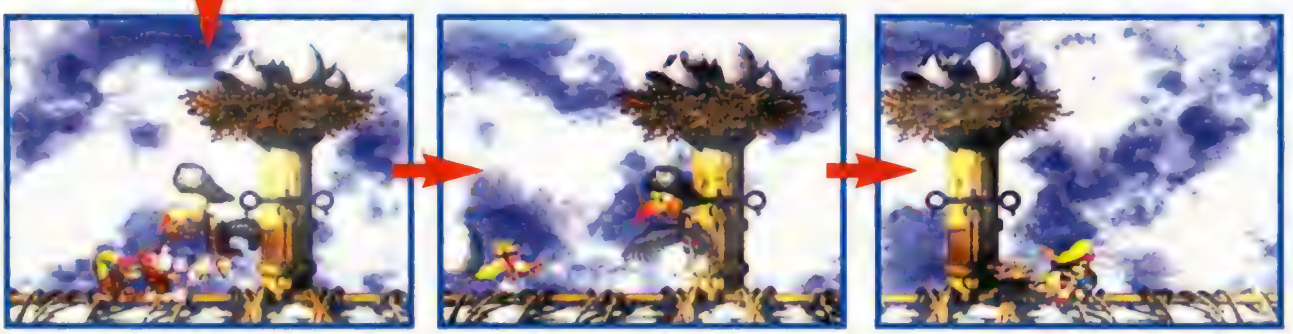
3 WARP

You can't see it, but there's a Warp Barrel just below the starting point. You can use it to helicopter your way to a quick end to the stage.

Krow's Nest

Aye, laddies and lassies. Now is not the time to lose your sea legs! High up in the mizzenmast, this lookout wants to take you out. Krow has sent many an old salt tumbling into Davey Jones's Locker. Even Blackbeard turned white as a sheet when he saw this bird of prey!

Because Dixie holds objects over her head, she's the better choice to fight Krow. Grab the bad bird's tumbling eggs. When he hovers overhead, jump up and touch him with an egg. If things get a little too hot below, hide out in Krow's Nest. Just try hard to look like a giant egg, O.K.?

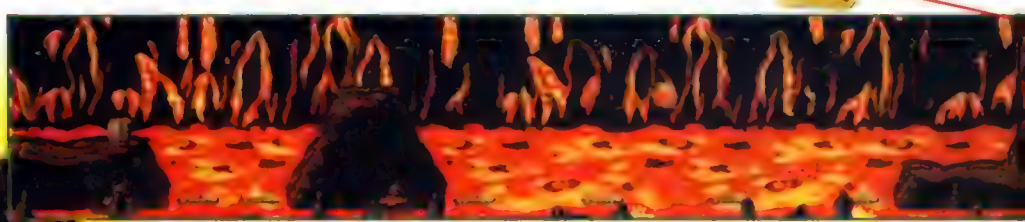


CROCODILE CAULDRON

1. Hot-Head Hop
2. Swanky's Bonus Bonanza
3. Kannon's Klaim
4. Funky's Flights II
5. Lava Lagoon
6. Kong Kollege
7. Red-Hot Ride
8. Monkey Museum
9. Squawks's Shaft
10. Kleever's Kiln
11. Klubba's Kiosk

Hot-Head Hop

Diddy and Dixie keep cool while hot-footing through the lava. They're helped out by some snobby crocs, who turn up their noses at all the monkeyshines. It's a good thing that Dixie doesn't pull a Little Miss Muffet routine when a spider sits down beside her. Without Squitter's help, you won't be able to finish this first heat in Crocodile Cauldron!



3 BONUS AREA

Press Up and The A Button simultaneously to lob a web shot. Press A again and the web will stop in mid-flight, forming a step in the air. Use this method to climb to the Kremkoin.

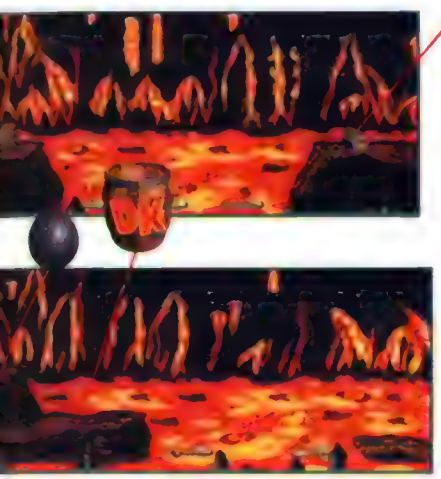
CROCODILE CAULDRON

1 WARP BARREL

Team jump to the ledge above the starting point. Go to the left of the crate. Team up, jump, then throw your partner straight up.

2 BONUS AREA

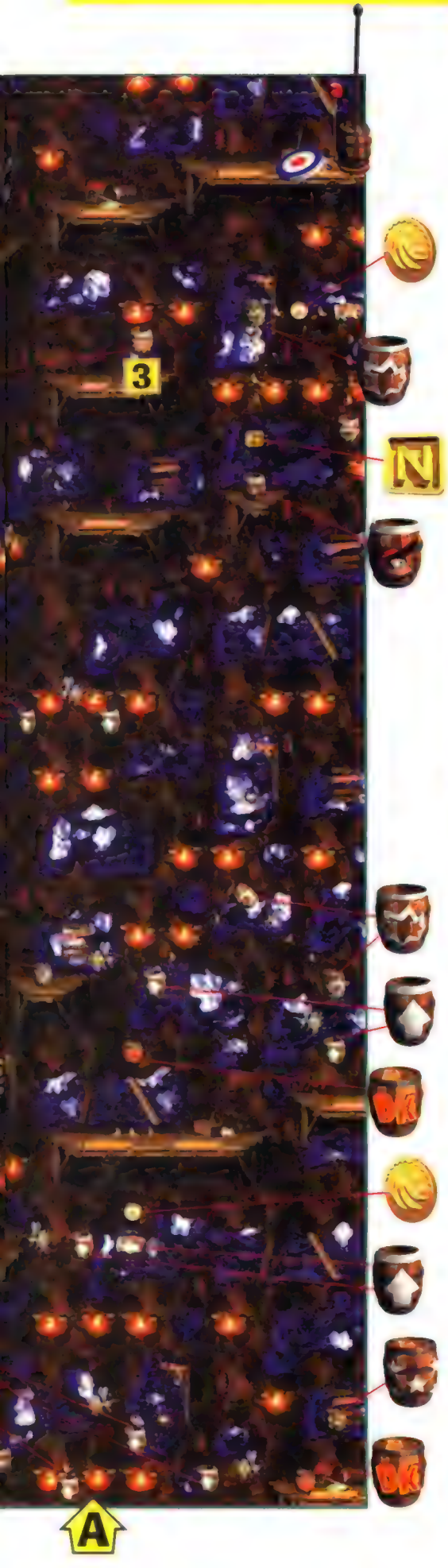
Just below the letter O you'll find a crate containing a cannon ball. Carry it to the cannon that fires you to the Bonus Area. You can throw and retrieve the cannon ball.



Kannon's Klaim

As an aged monkey master in a jungle far, far away once said, Let the Barrel Kannon force be with you. In other words, don't hesitate. Just keep jumping from Barrel Kannon to Barrel Kannon. You'll put in some serious air time in this stage, so let Dixie take control of things with her helicopter spin.

CROCODILE CAULDRON



1 BONUS AREA

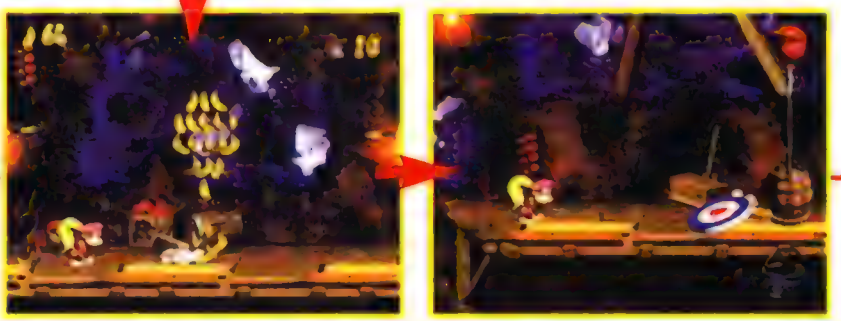
Helicopter spin down and to the right to get to the first Bonus Barrel. Repeat this action in the Bonus Area to get the Hero Coin.

2 3 BONUS AREAS

Team throw to reach the second Bonus Barrel. If you're traveling solo, though, you'll have to bounce off the swooping Necky. Now you know why wise old Wrinkly says that two monkeys are better than one!

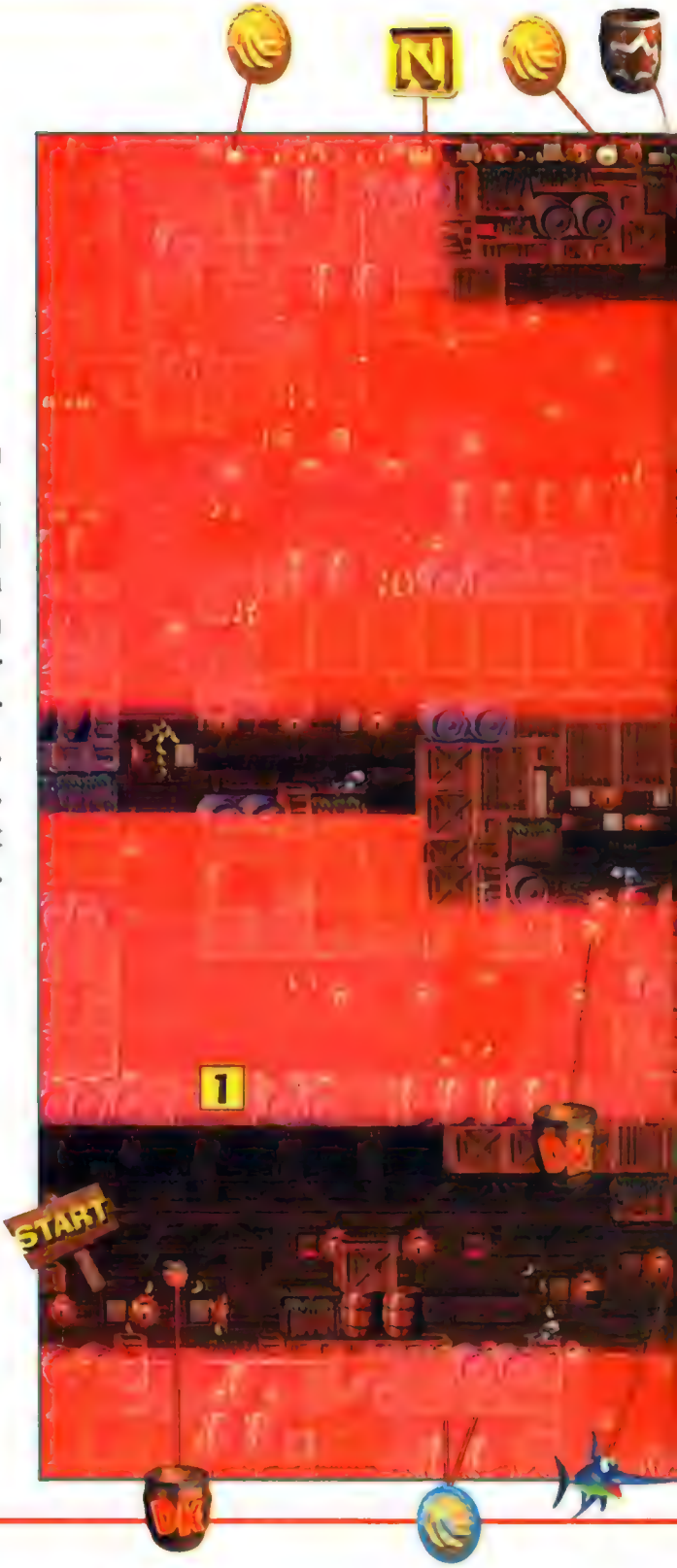
WARP BARREL

After crunching Kruncha, have Dixie hop off the ledge to the left, then helicopter spin to the barrel below. At the exit target, wait for Necky to swoop down, then bounce off him to grab the 1-up balloon.



Lava Lagoon

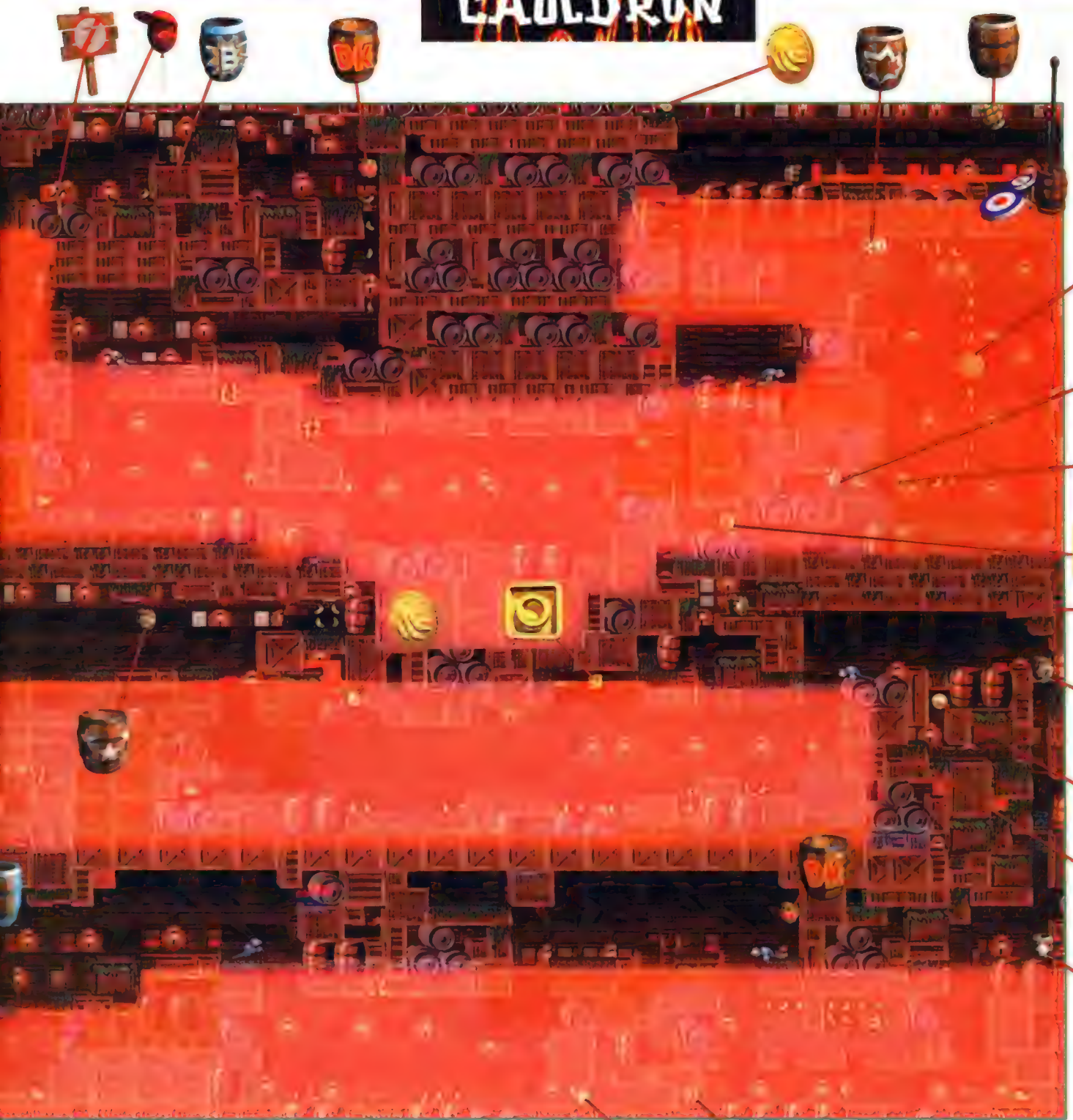
Clapper will give you his seal of approval. Hop on him and he'll turn the hot lava into a nice cool bath. Swim fast, though. Clapper can chill things out for only a little while. When riding Enguarde, check the smallest crates for hidden passageways.



1 WARP BARREL

After starting this stage, stop on the second large crate. Team up, leap straight up, then team jump. On the exit target, the 1-up alternates with the Banana Bunch Coin. When the banana bunch appears just before the 1-up, wait a split second before firing the Dixie Barrel.

CROCODILE CAULDRON



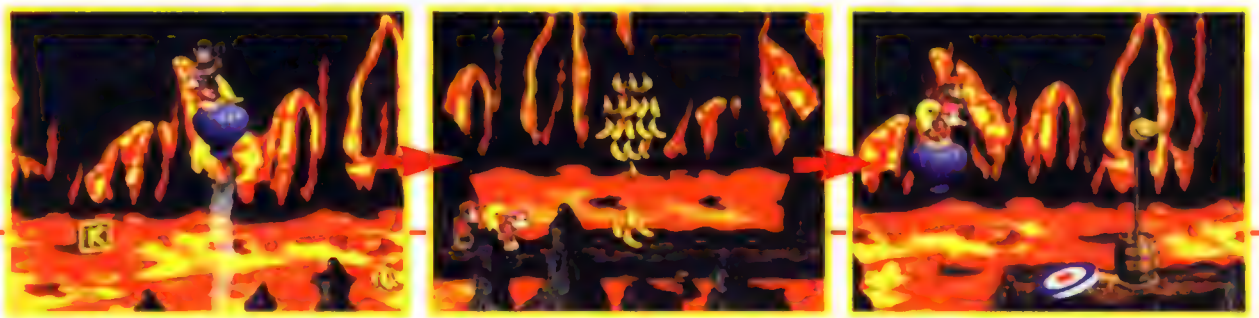
Red-Hot Ride

Where is Cranky when you need him? Some of his hot air would help in this perilous stage! Jump on top of the balloons and get moving. Steer using the Control Pad. Get a lift from the columns of steam rising from the lava. Rambi comes along, too, proving that he has no fear of flying. When Rambi's riding a balloon, he can horn pesky Zingers out the way.

CROCODILE CAULDRON

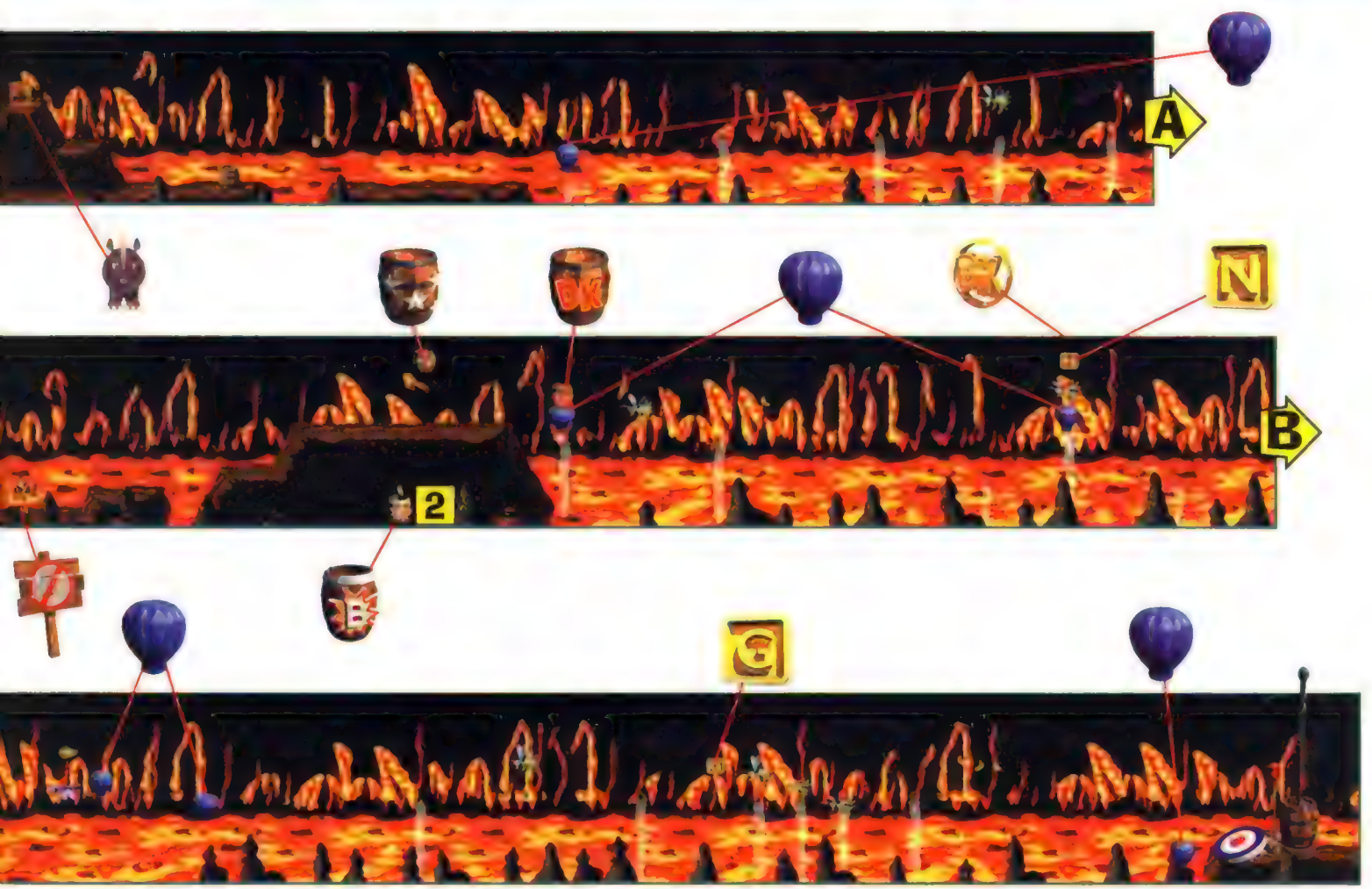
WARP BARREL

After grabbing the Kong letter K, ride your balloon to the top of the next column of steam. Team up, leap straight up, then throw your partner up.



1 2 BONUS AREAS

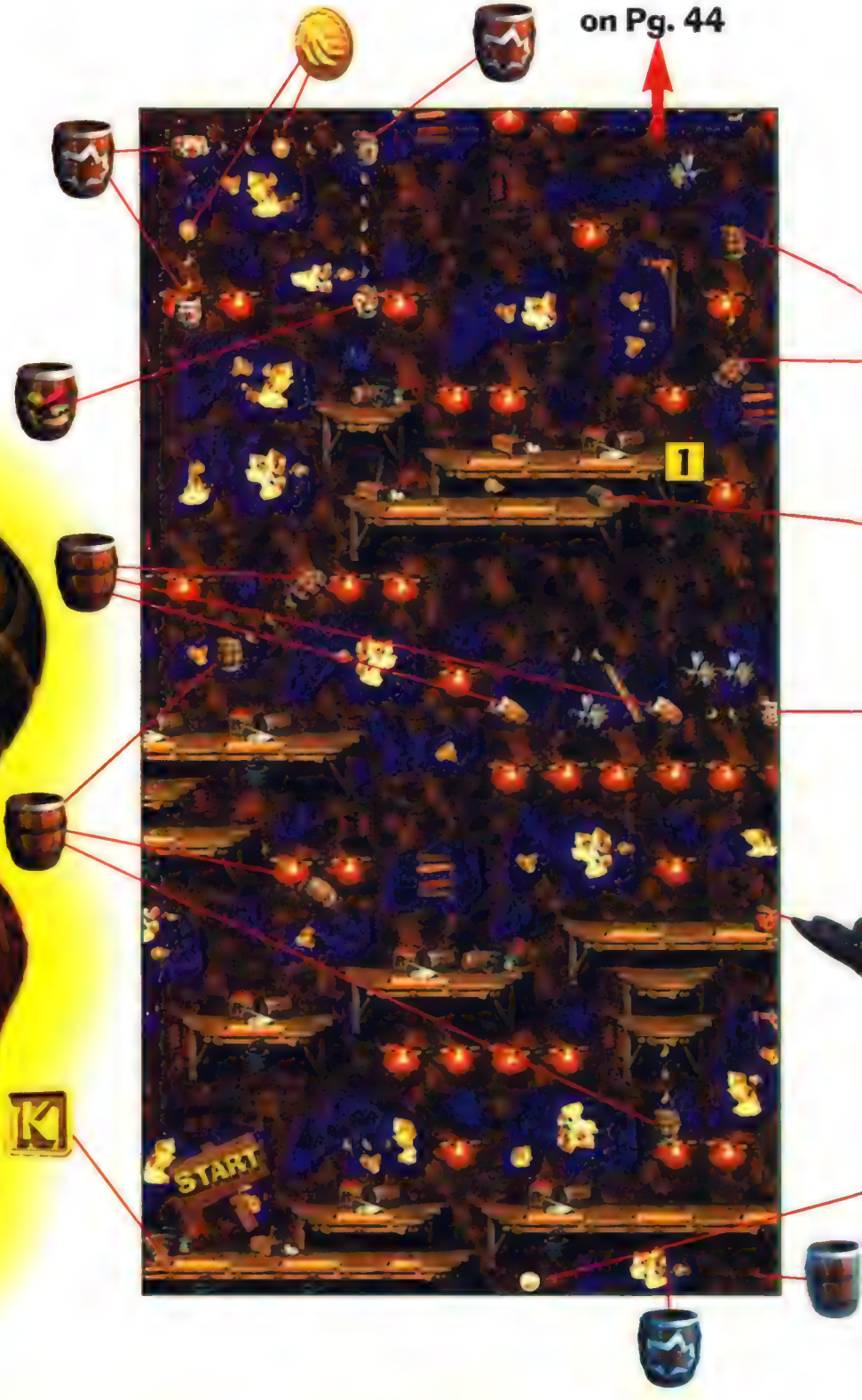
After reaching the Star Barrel, helicopter spin or ride the balloon down and to the left to reach the first Bonus Area. When you return, hop on the balloon again. Be sure to bring the DK Barrel along. When you get to the steam column, throw the barrel at the bee just below the letter N. Continue to the right until you can leap aboard the next balloon. You'll need to team jump to the Hero Coin.



Squawks's Shaft

Don't get hooked by the Krooks in this maze-like stage. Instead, ride Squawk up behind the boomeranging bad guys and pelt them with eggs by pressing the Y Button. Your parrot pal can also throw eggs at the Neckys, but it's easier to speed by them as fast as possible.

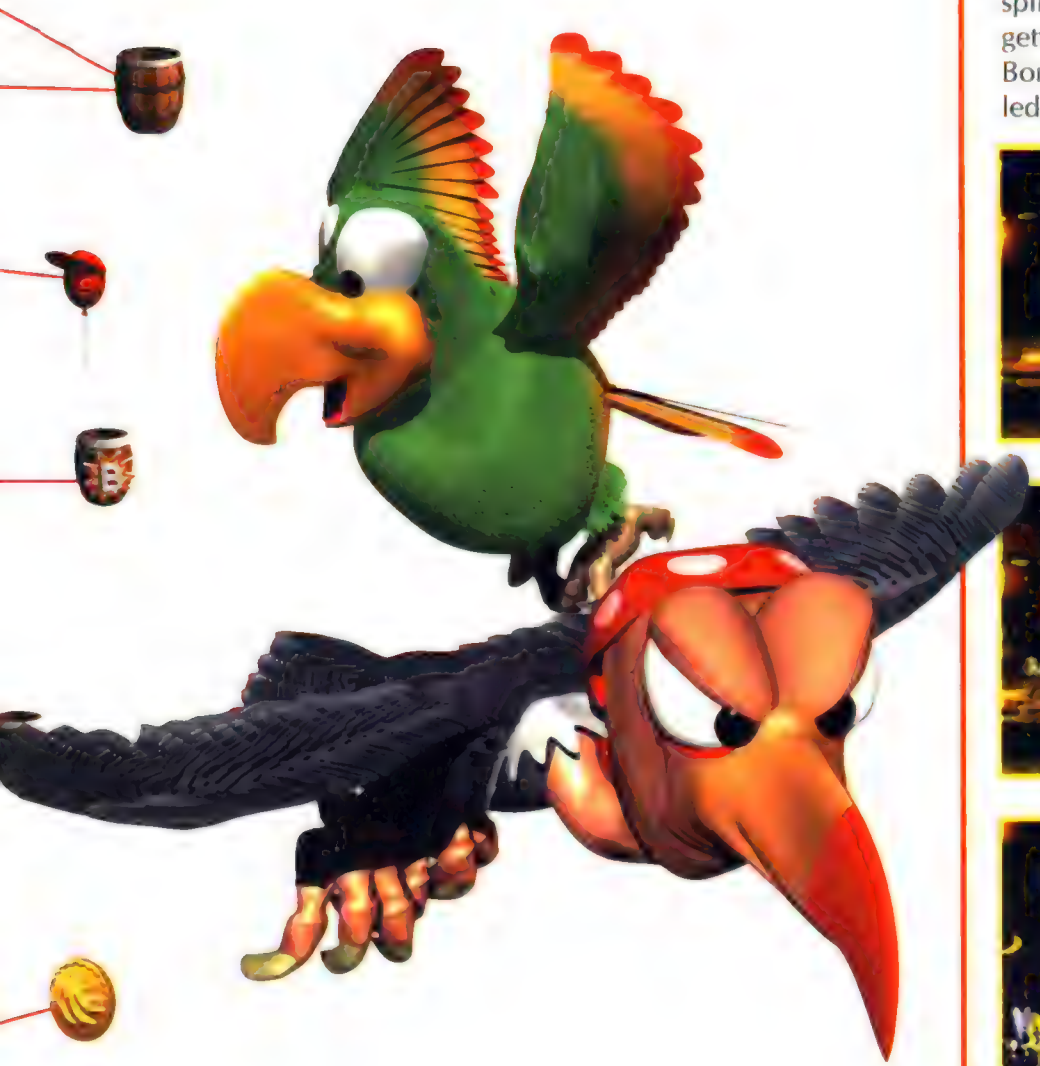
Continued on Pg. 44



CROCODILE CAULDRON

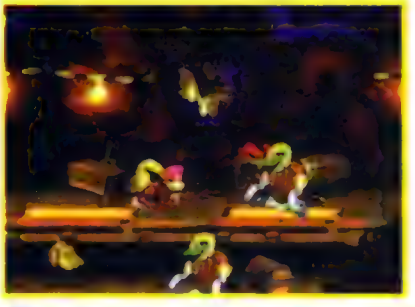
WARP BARREL

Use Dixie to helicopter spin over the Banana Coin to the right of the starting ledge. The Warp Barrel is hidden in front of the opening in the wall.

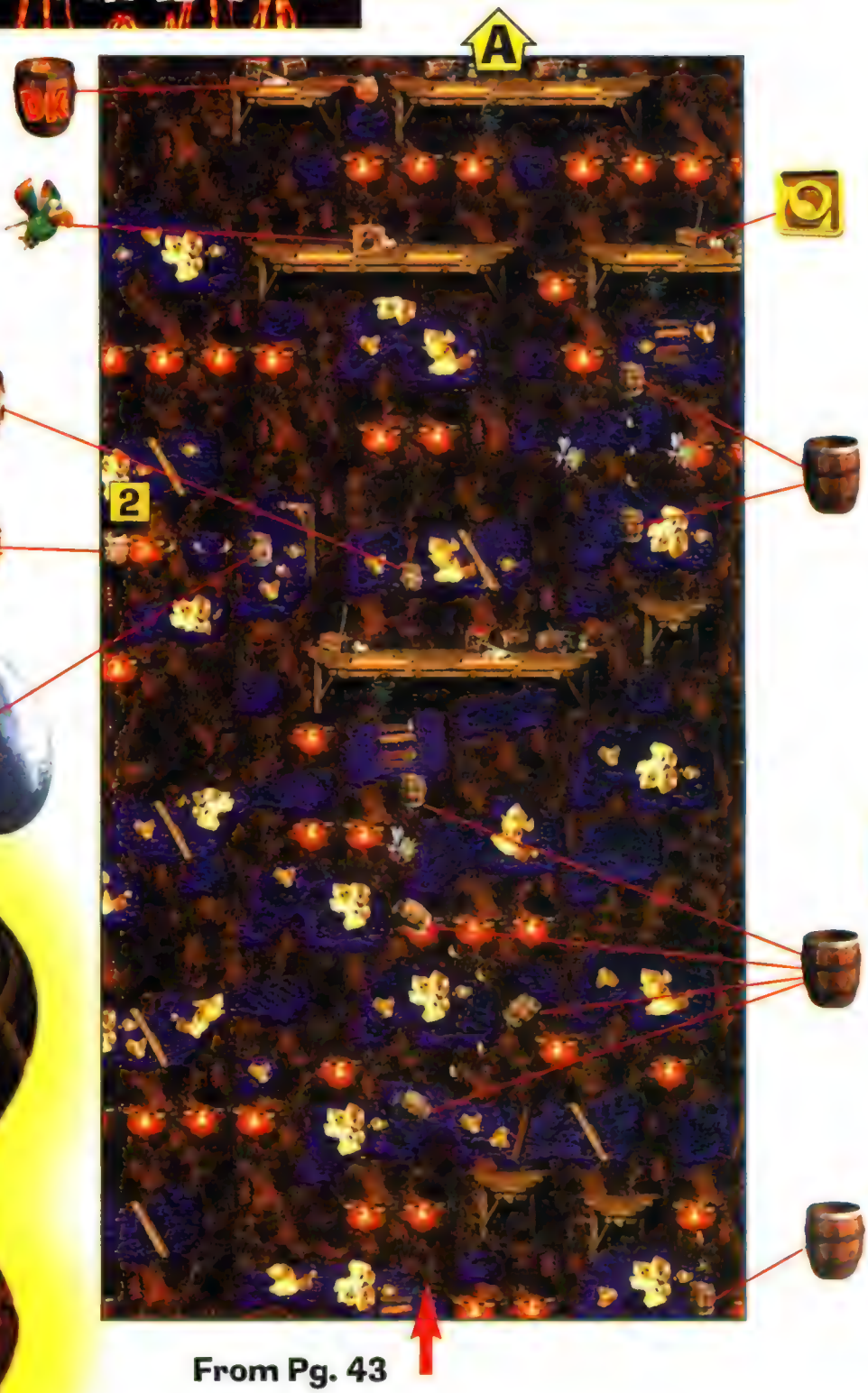


1 GREAT CRATE

Dixie is the best choice for getting this 1-up. After bouncing off the Krook on the upper level, she can jump to the right off the platform and helicopter spin into the lower Krook. After getting the 1-up, enter the first Bonus Area by leaping off the ledge as far right as possible.



SQUAWKS'S SHAFT

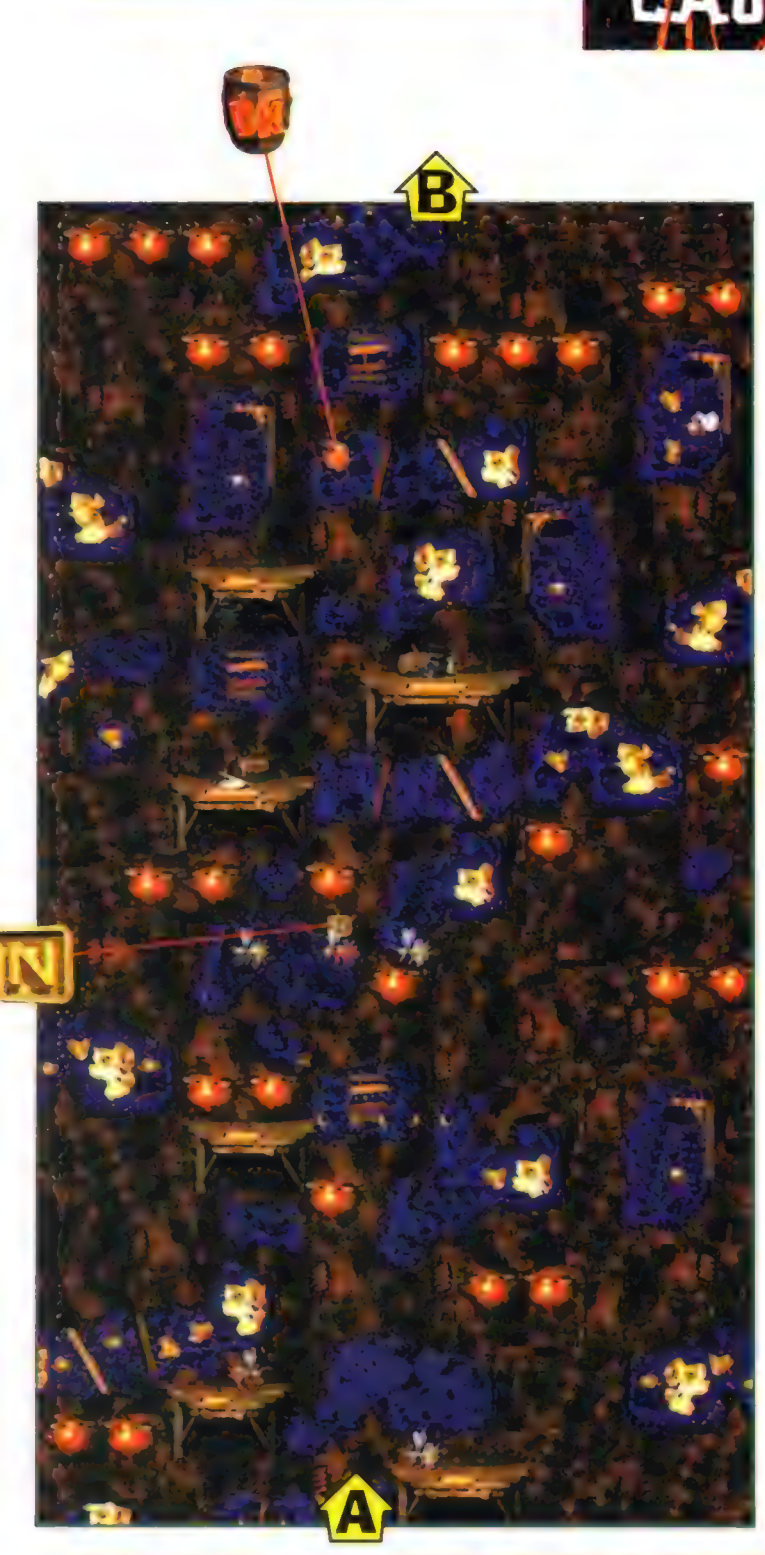


From Pg. 43

2 3 BONUS AREAS

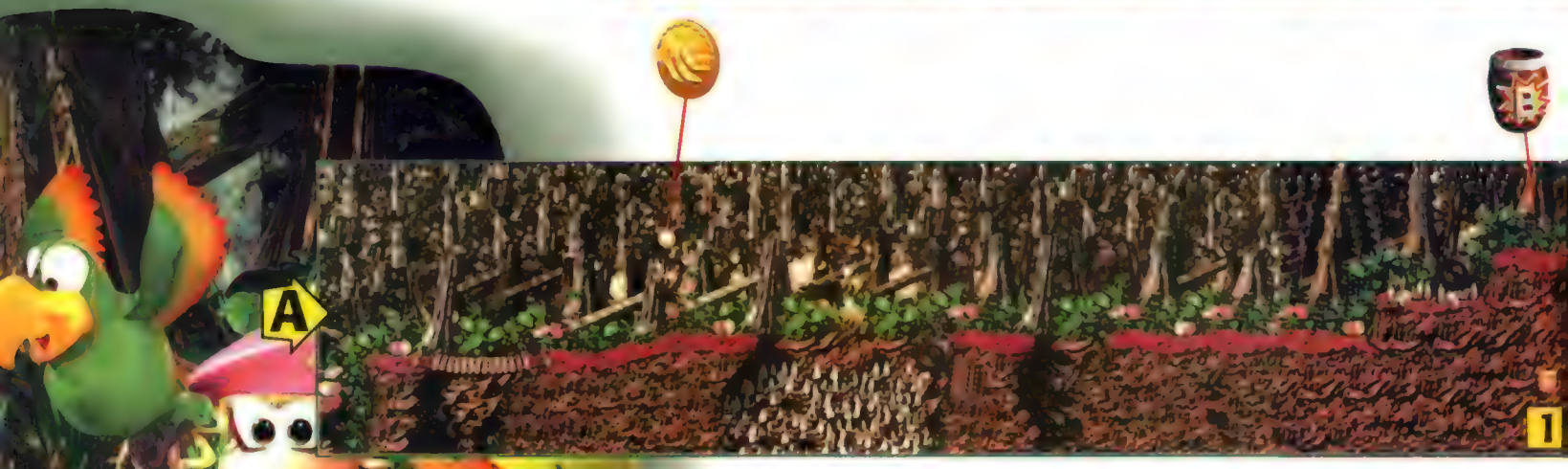
After collecting the letter "N," cartwheel jump or helicopter spin down and left to get to the second Bonus Area. To find the third, fly to the right between the platforms and follow the arrows upward.

CROCODILE CAULDRON



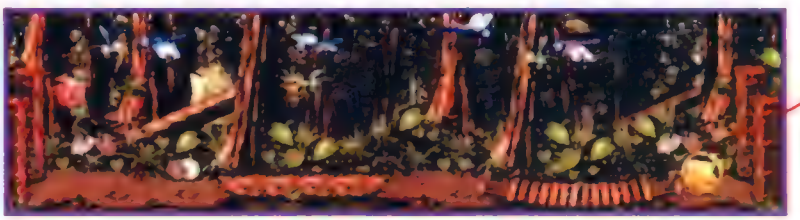
Jungle Jinx

It looks like K. Rool hasn't heard about preserving the rain forests. Here he's dumping bunches of giant tires in Diddy and Dixie's path! You can time your leaps over the cascading tires with Diddy, but Dixie's helicopter spin is better for bypassing the bees and barrels.



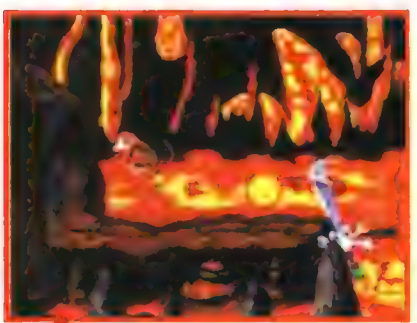
1 BONUS AREA

The letter O sits on a hidden platform. Bounce off it to get to the Bonus Area, where swarms of Flitters and Zingers guard a Hero Coin.



Kleever's Kiln

There's no time for monkey business on this cutthroat's home turf! With his basketball-sized fireballs and a swooping charge attack, Kleever gives new meaning to the term, "razor burn!" Your jumping skills are crucial as you leap from hook to hook to avoid his double-edged attack. Don't forget the lava pit!



Grab the Kannonball and fling it at Kleever's head. Hit or miss, make your way to the opposite side of the chamber and repeat the process. You'll stagger Kleever after three hits, but he'll just come back more determined than before!

KREM QUAY

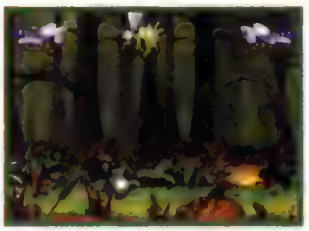
1. Barrel Bayou
2. Glimmer's Galleon
3. Kong Kollege
4. Funky's Flights II
5. Krockhead Klamber
6. Monkey Museum
7. Rattle Battle
8. Slime Climb
9. Swanky's Bonus Bonanza
10. Bramble Blast
11. Kudgel's Kontest
12. Klubba's Kiosk

Barrel Bayou

What is it about this place that Kremlings like so much? Swamp gas and mosquitoes the size of Buicks? You're not going to like much about Barrel Bayou, but if you follow the Kloaks, they'll conjure up a few goodies. If you keep Rambi safe until the end of this area, he'll turn into the Hero Coin!

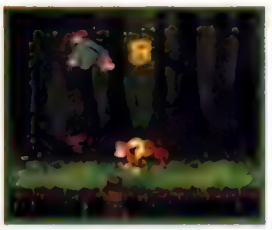
1 2 BONUS AREAS

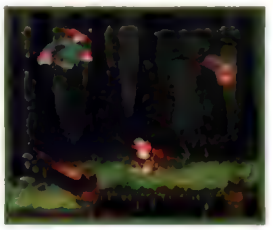
Where's the Kannonball? There's a Kloak just past the Kannon who might be able to help. Follow him as he glides back to the left. A simple team throw will get you into the second Bonus Area.

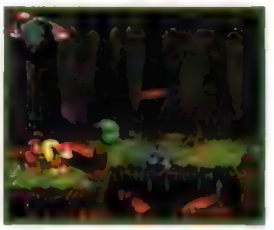


3 1-UPS GALORE

Follow this ghostly pair as they flit back and forth. After every few Click-Clacks, they'll toss out a chest with a balloon in it! It's an infinite supply of extra lives!





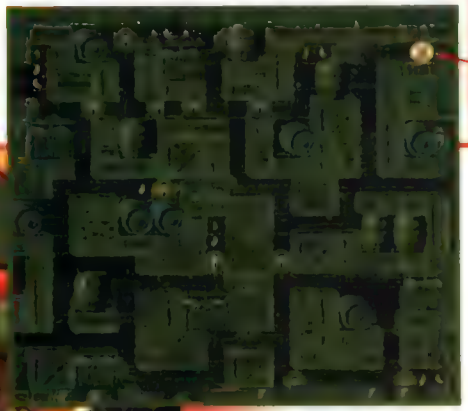


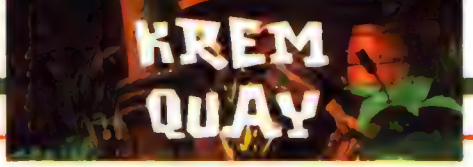
Glimmer's Galleon

Patience, my little simian friends, is the thing that will see you through this gloomy stage. Glimmer quickly shows up to shed some light on the proceedings, but you'll still have a hard time seeing anything coming at you from behind. Keep moving to avoid the unfriendly fishies, but don't rush forward. Check all the crates and barrels for hidden passages to extra bananas and coins.

2 BONUS AREA

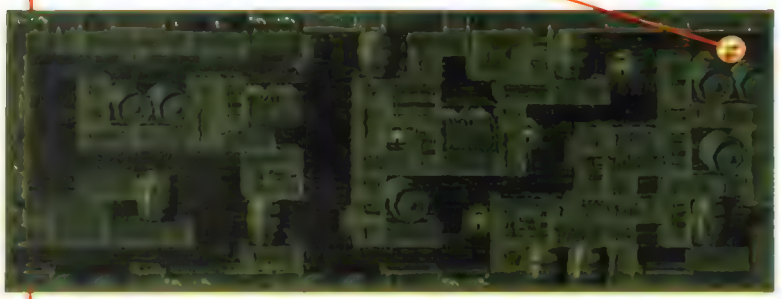
It's easy to miss this Bonus Area, tucked in a little space under the main path. You can't see the path in the Bonus Area, so you'll have to feel your way around.

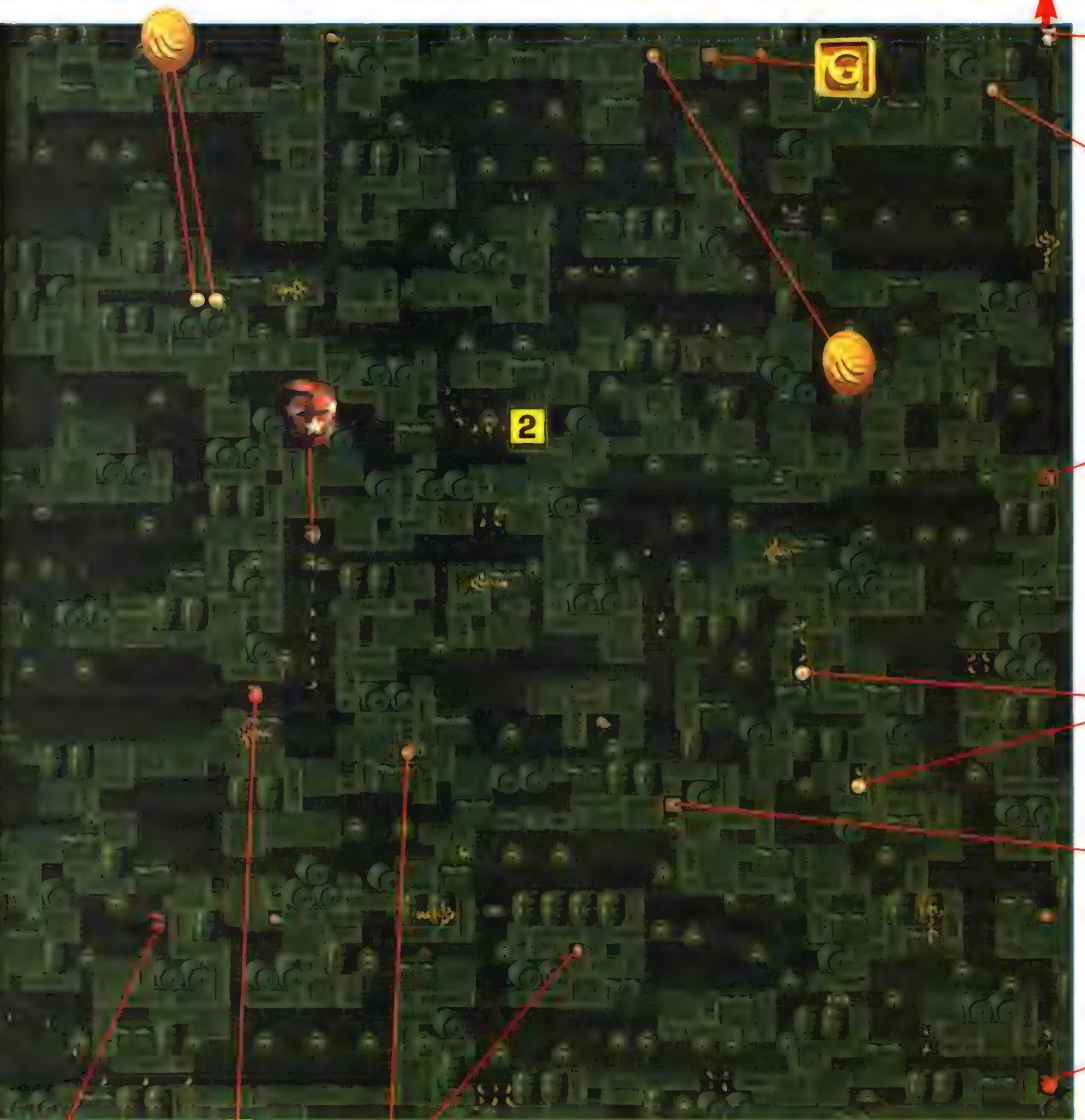




1 BONUS AREA

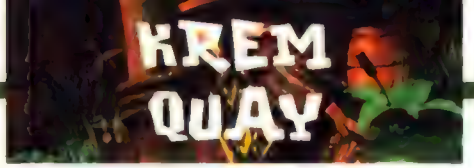
Follow the bananas above the starting point to find the first Bonus Area. Search above the Bonus Area entrance to find side passages and more bananas!





Krockhead Klamber

We hope you've got jumping and bouncing down pat! The Klingers pose a threat, but you can take one out with a bop on the head. When you touch the special Krockhead Barrels, the Krockheads will poke their heads out of the muck for a few seconds.

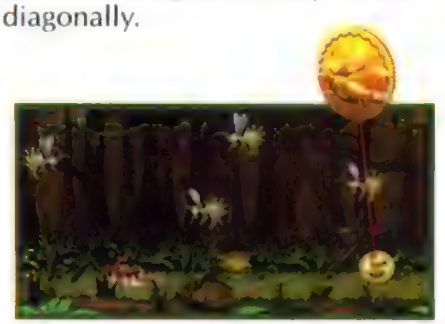


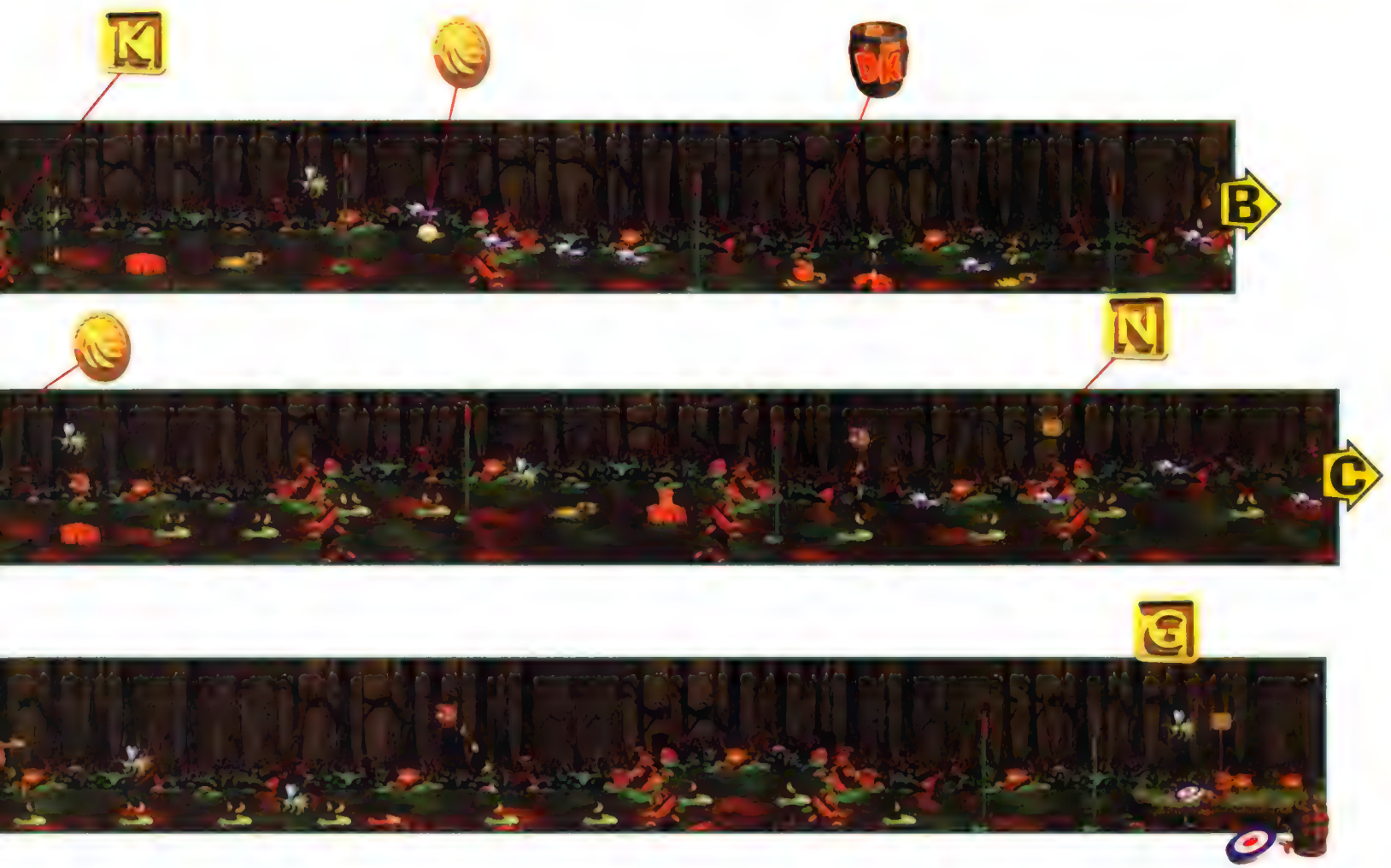
1 WESTWARD, HO!

Grab the DK Barrel near the starting point, run to the left and defeat a Zinger. Keep going left until you find four more in formation. Use the team throw to get past them (press Up and Left or Right as you throw, and you'll automatically follow your partner). Use the chest to defeat them all, and you'll receive a Hero Coin! Jump into the Blast Barrel to go back to the right.

2 BONUS AREA

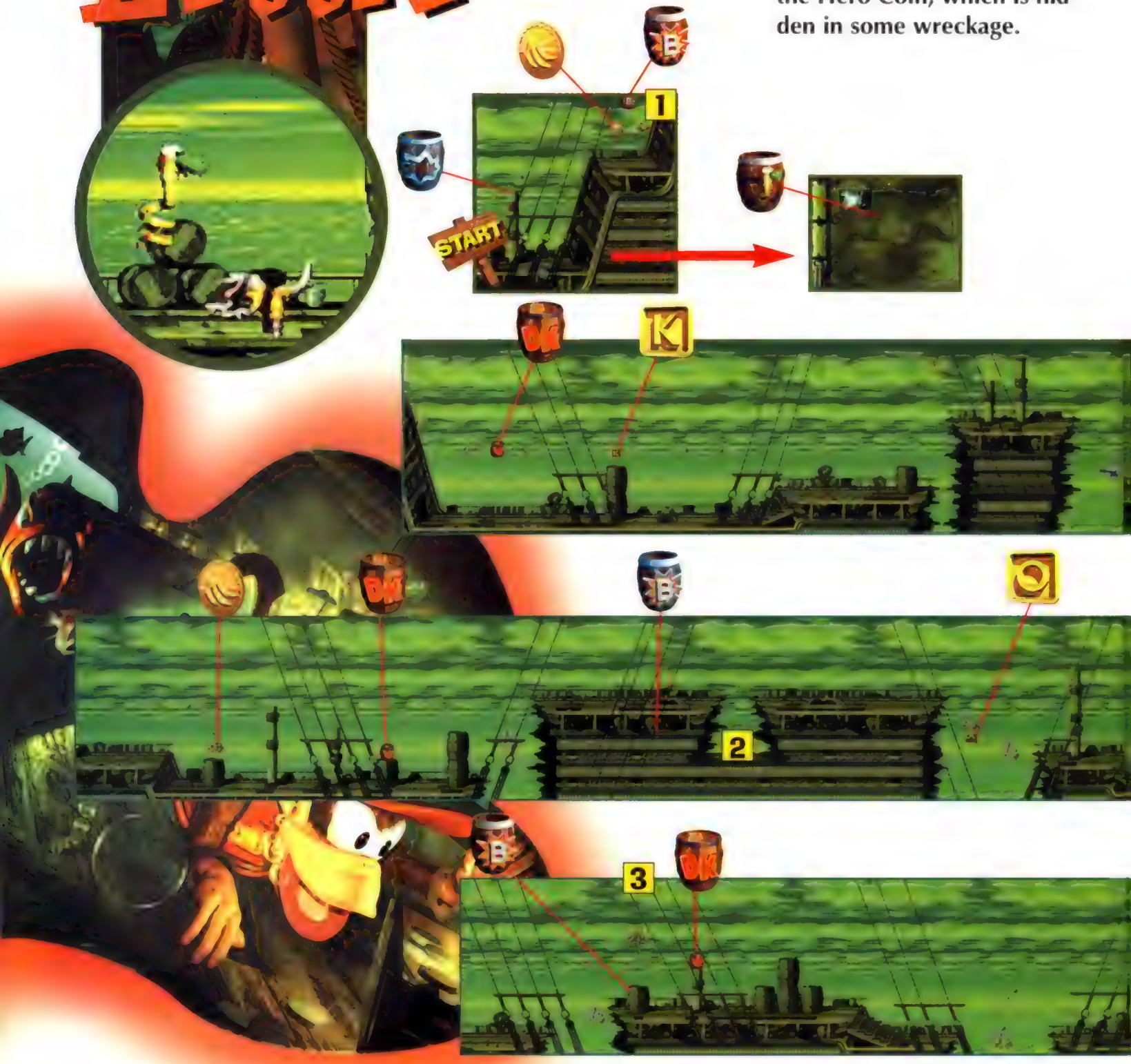
Follow the arrow to find this Bonus Area. Either use Squitter's platform webs to get high enough to destroy all of the Zingers or jump and shoot diagonally.





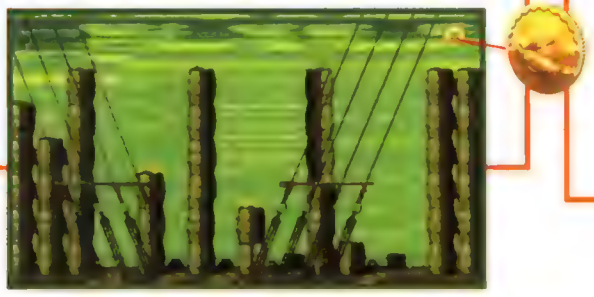
Rattle Battle

This stage looks simple, but it will take excellent timing to get from one end of this bucket to the other. In your snake form, you can jump on Zingers without being hurt, and you can jump in midair. Walk off the edge of a platform and press the B Button just as you're beginning to fall. Use this maneuver to grab the Hero Coin, which is hidden in some wreckage.



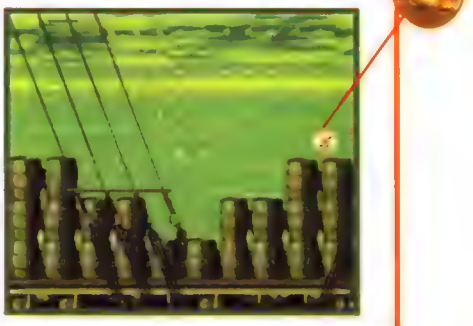
1 BONUS AREA

An invisible Blast Barrel just above the starting point shoots you to the first Bonus Barrel.



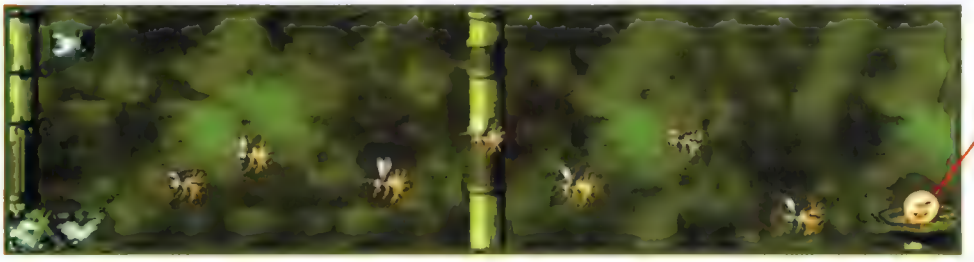
3 BONUS AREA

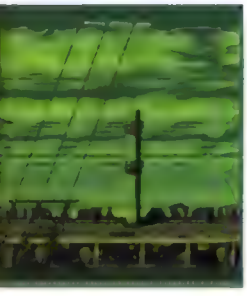
Another super jump will take you to the third Bonus Barrel. Use Rattly's super jump to collect all the stars.

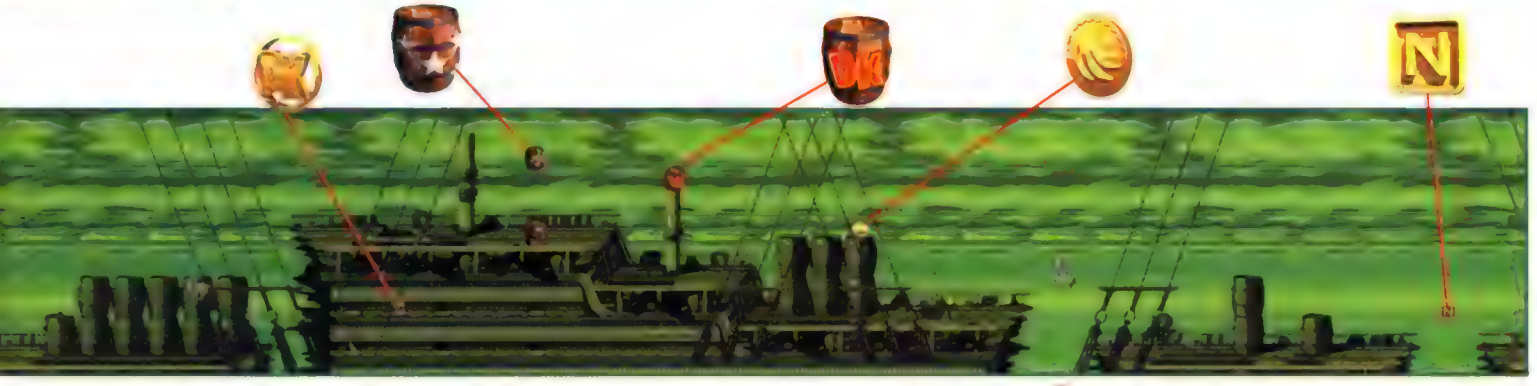


2 BONUS AREA

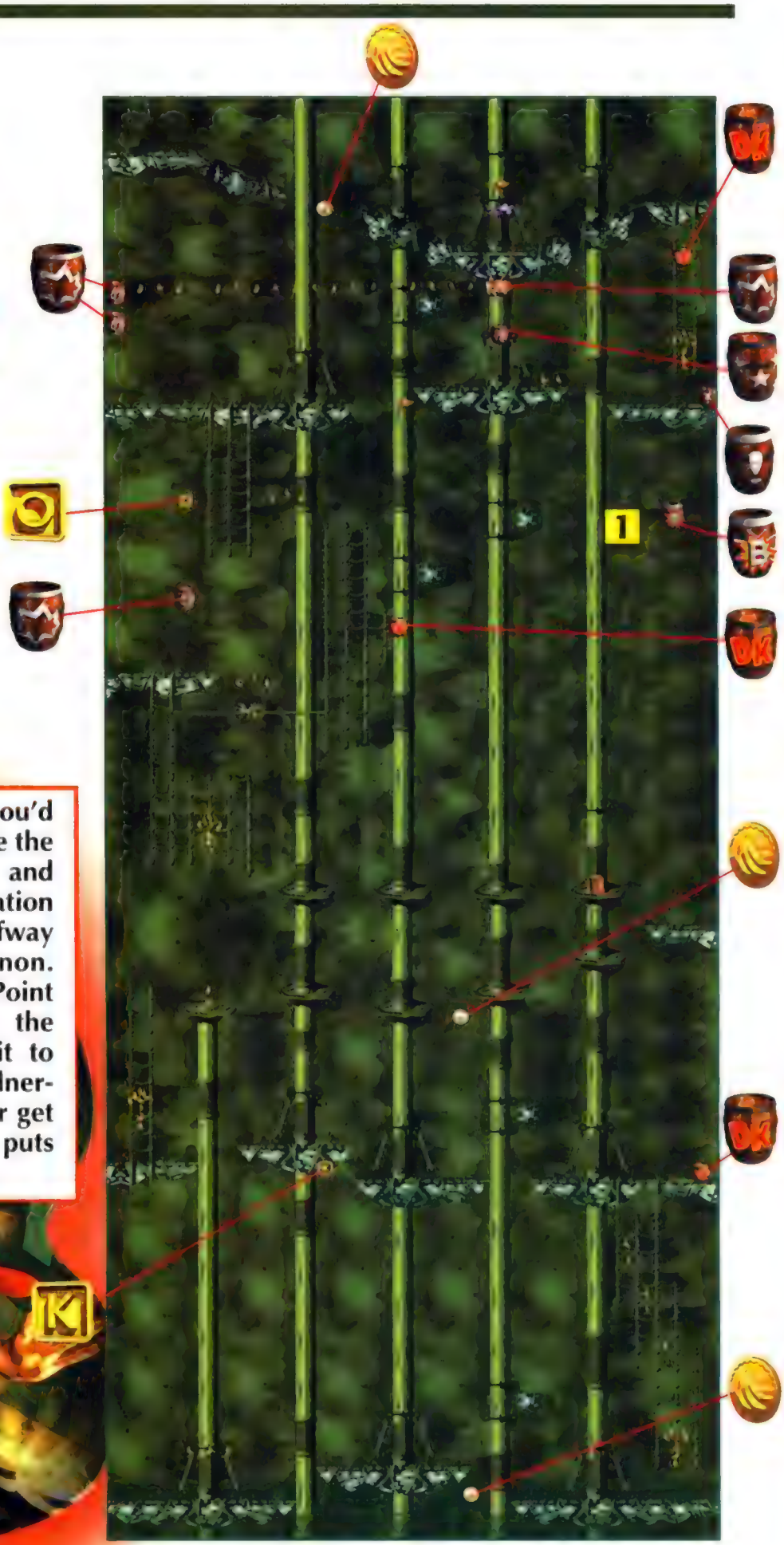
What looks like a jump into oblivion, isn't! Hop into the hole and go left to find a Bonus Area. Hop, skip and jump on the Zingers to bounce your way to a Kremkoin reward.





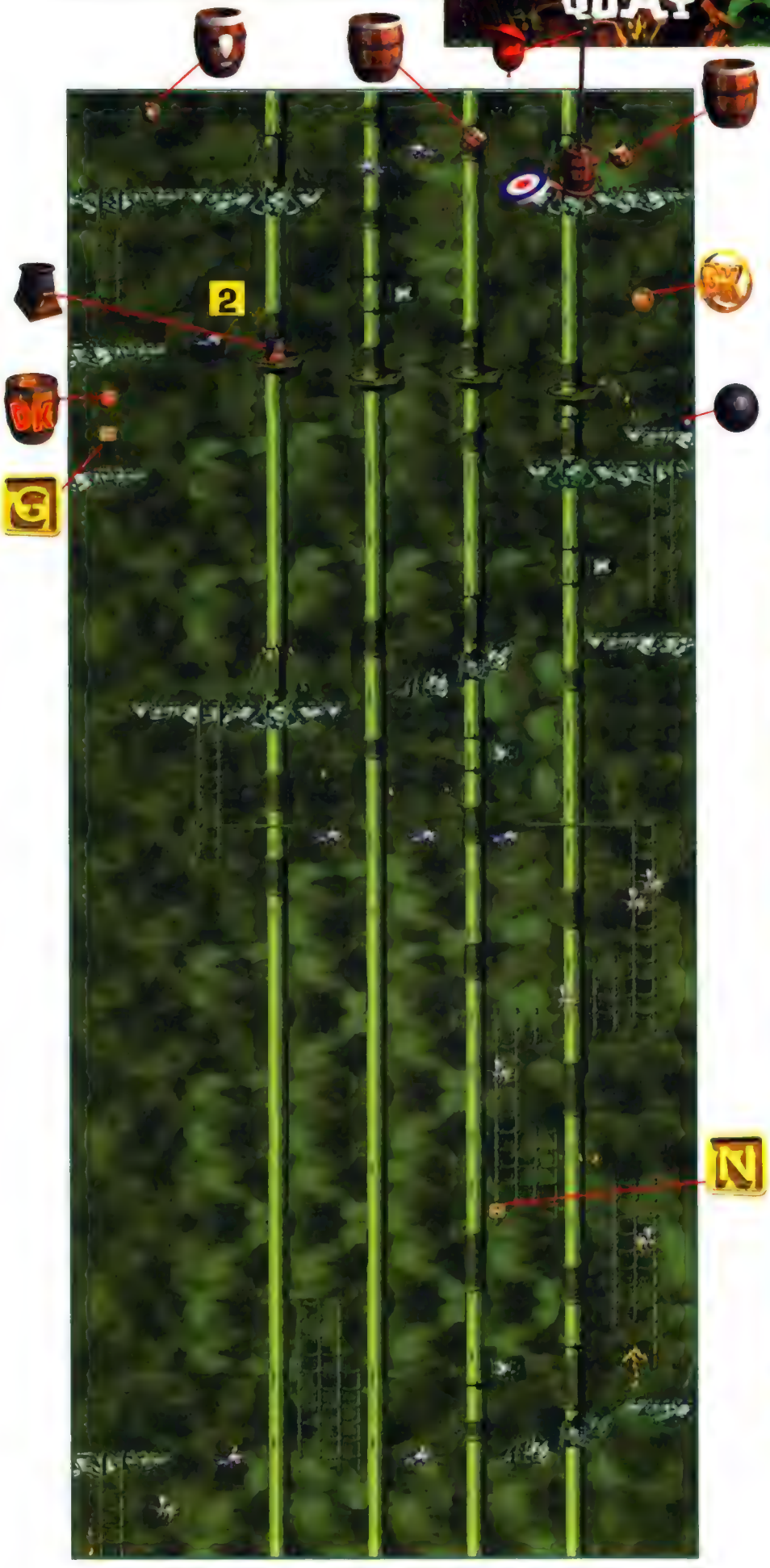


Slime Climb



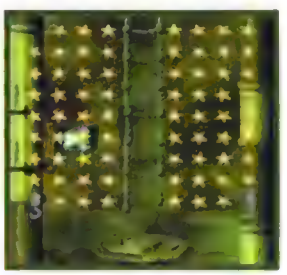
If you want to stay alive, then you'd better stay ahead of the tide! Use the team throw to collect letters and coins, and look for an Exclamation Point Barrel just past the halfway point, hidden behind a Kannon. Break the second Exclamation Point Barrel (located to the left of the exit), then dive below the exit to grab the Hero Coin. You're invulnerable for awhile, but you'd better get out of the water before Lockjaw puts the bite on you!

KREM QUAY



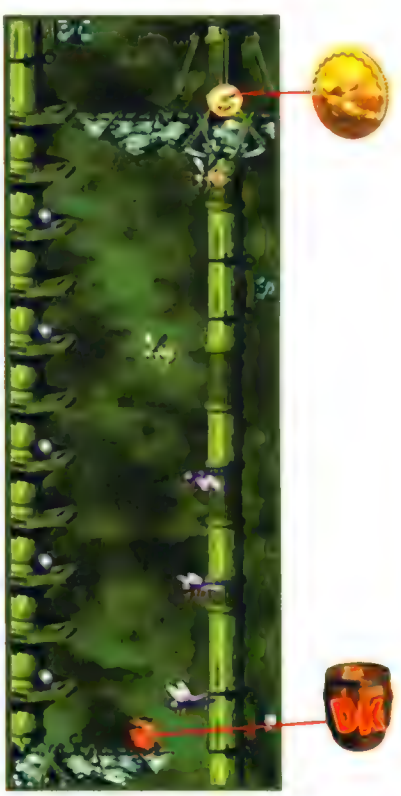
1 BONUS AREA

Collect the Exclamation Point Barrel just past the halfway point, then swim downward to find the first Bonus Barrel.

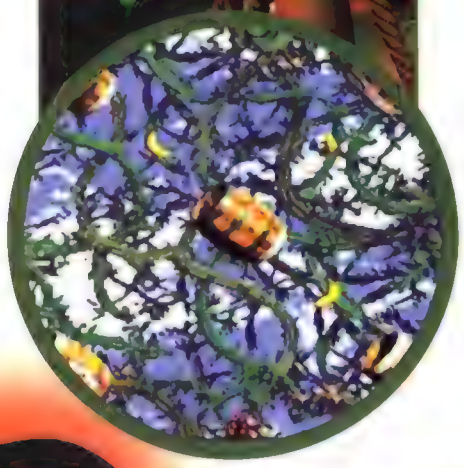


2 BONUS AREA

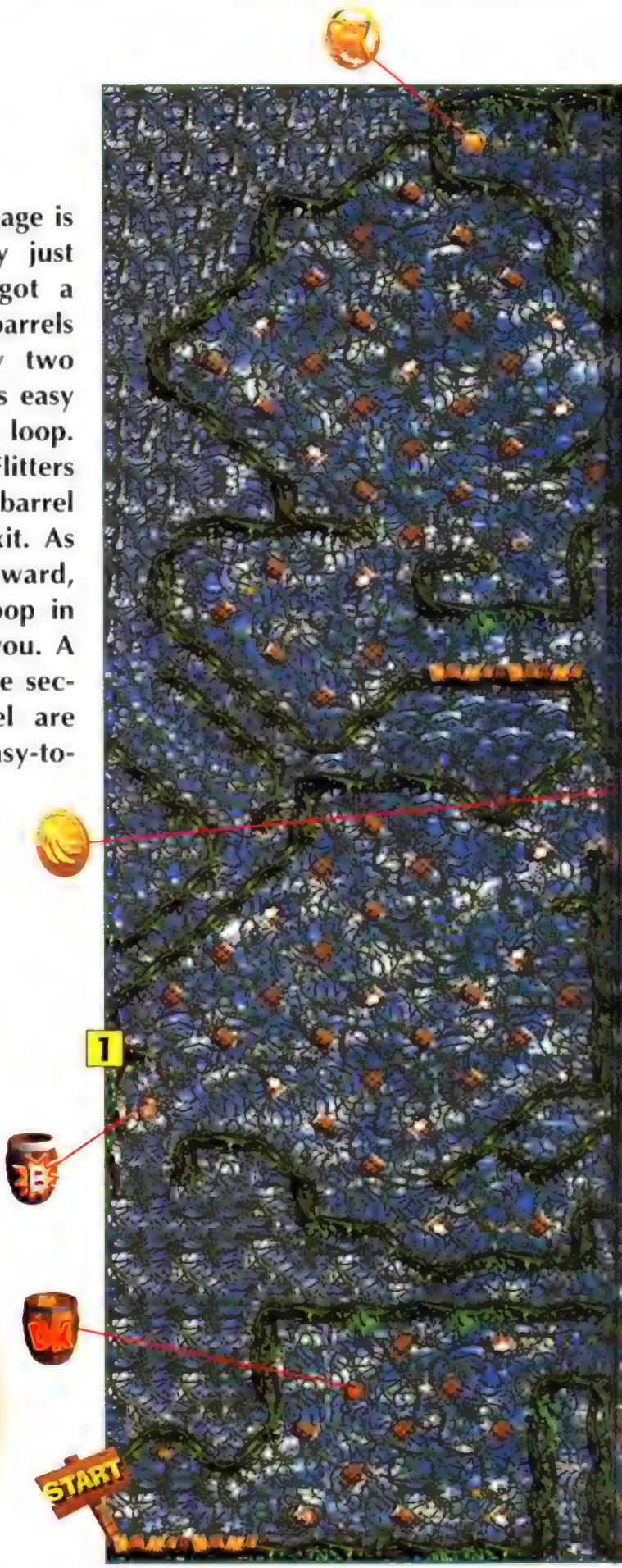
This Bonus Area is easy to find. The Kannonball will come in handy as you make your way up the rigging, but don't drop it!



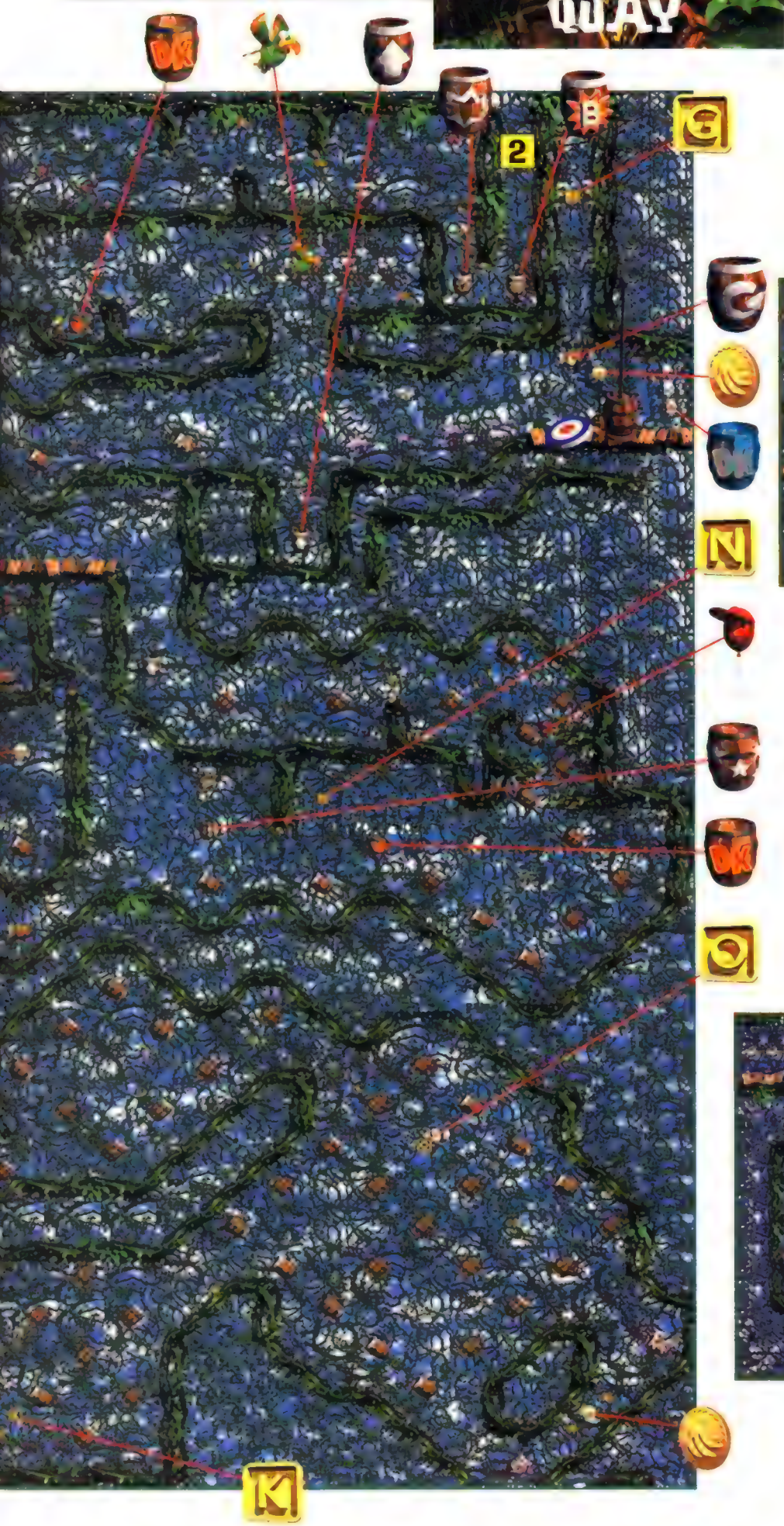
Bramble Blast



Don't think this stage is going to be easy just because you've got a map! Most of the barrels will fire in only two directions, and it's easy to get stuck in a loop. Bounce off the Flitters to get into the barrel just before the exit. As you zoom upward, Squawks will swoop in and latch on to you. A Hero Coin and the second Bonus Barrel are hidden in an easy-to-miss passage.

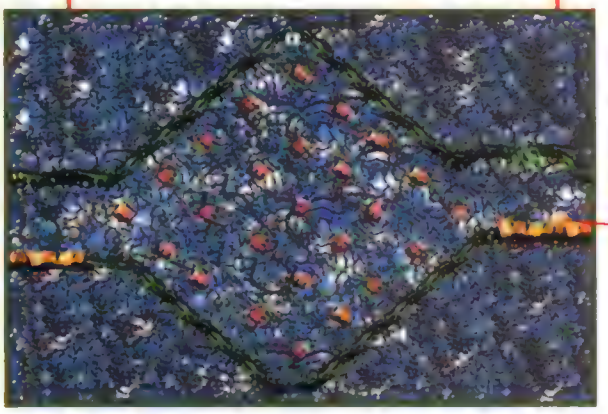


KREM QUAY



1 BONUS AREA

There are no enemies here, just more barrels! Go through the barrels along the bottom edge to get to the coin on the platform.

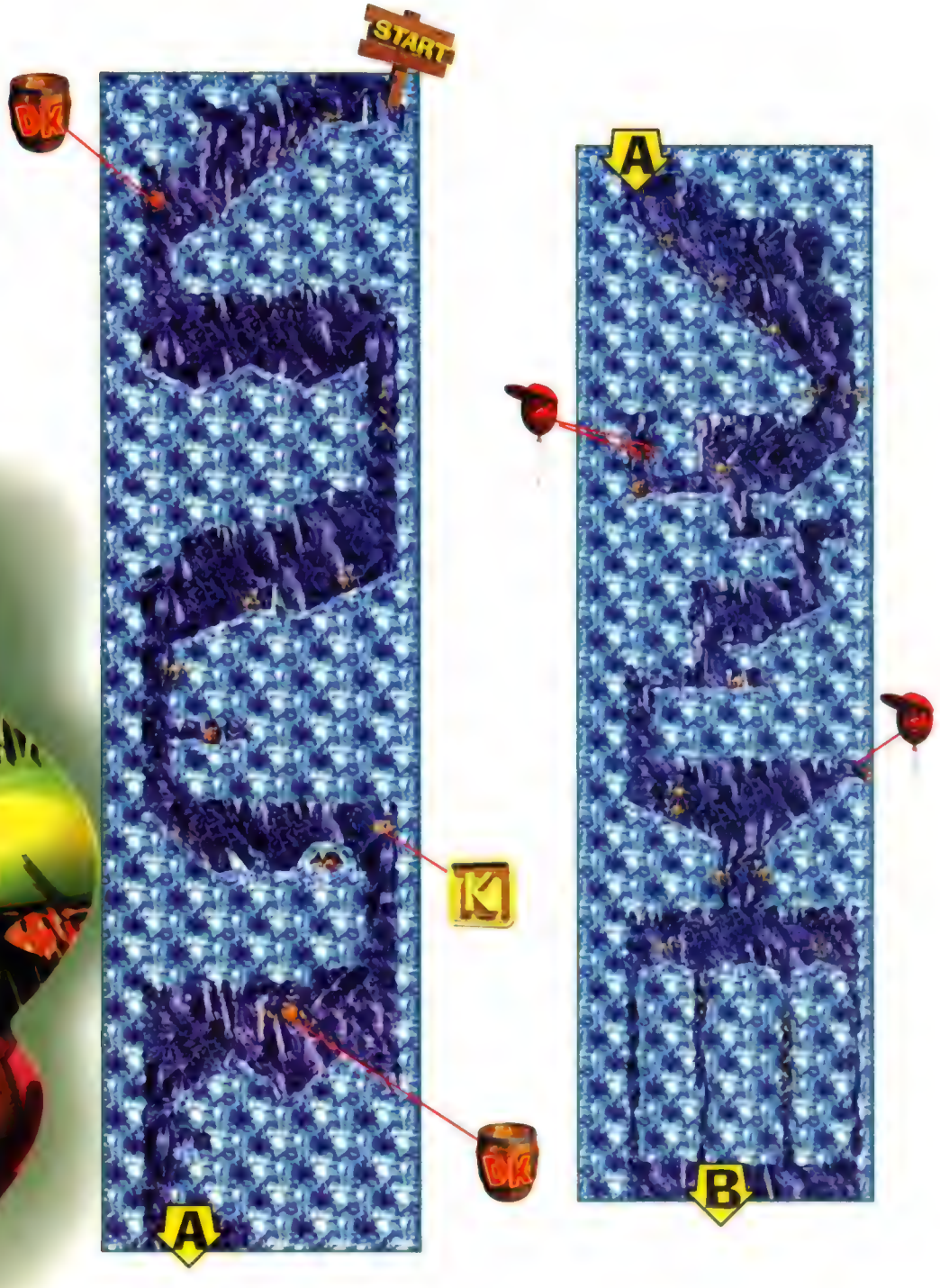


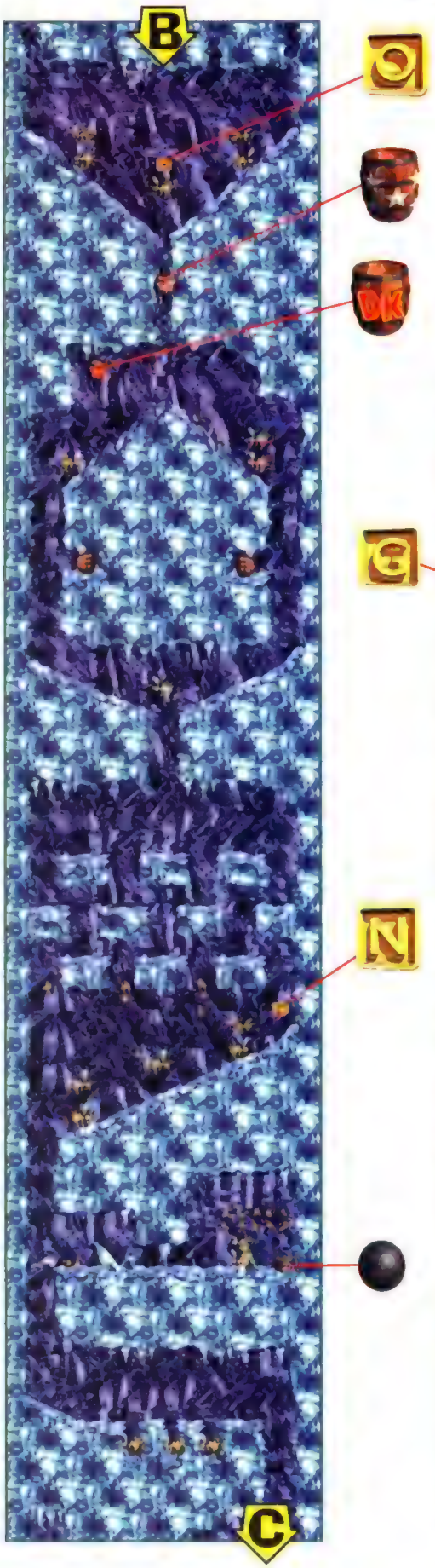
2 BONUS AREA

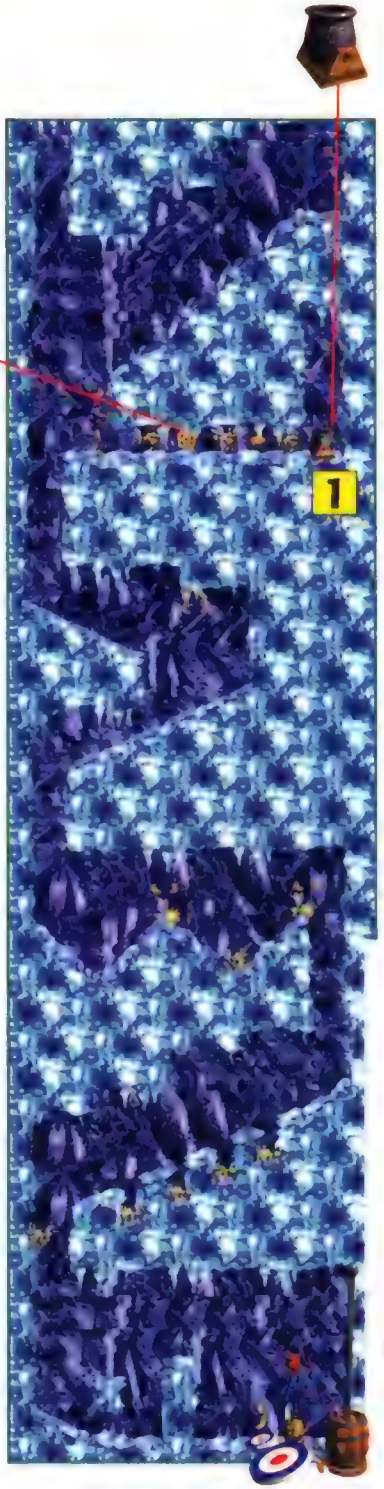
Squawks will join you in this Bonus Area. Maneuvering in tight spots is easier if you flap slowly or pause after every few beats.

Black Ice Battle

You may regret paying Klubba the toll to get here, especially when you see how many Kremlings are slipping, sliding and buzzing about! Defeat all the enemies you can at the beginning of the stage, as some of them will follow you and fall on your fuzzy little head as you drop down the shafts!

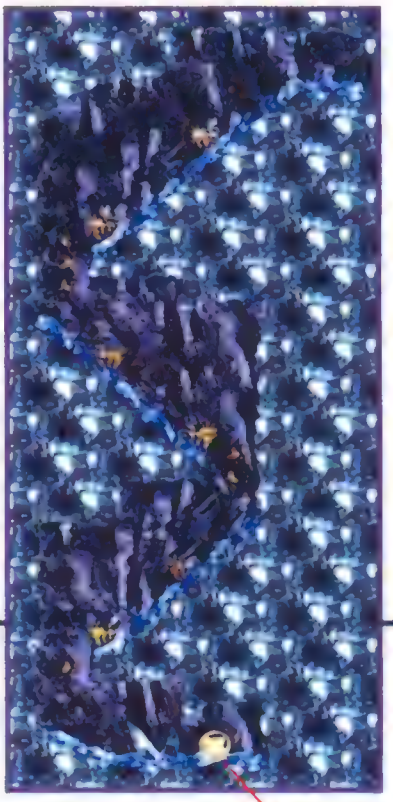






1 BONUS AREA

The Kannonball that activates the Kannon is in a side passage after the letter N. Watch your step, and you'll get a Hero Coin for your trouble.



Kudgel's Kontest

Next up on K. Rool's Hit-and-Run Parade is a muscle-bound maniac named Kudgel. He's determined to rain on *your* parade, so you'd better be on your toes. Kudgel will leap high in the air and land with enough force to cause an earthquake. Leap before he lands or the shock will stun you. Steer clear of his club, too, or the next thing that quakes will be your head!

Kudgel has the place rattling so much, he's shaking TNT Barrels out of the trees! Grab the barrels and throw them at his head. After three hits, he'll change his jump pattern and, instead of disappearing into the branches, he'll leap across the clearing at you. Dash under his feet to the opposite side of the screen, then grab a barrel and let him have it!

KRAZY KREMLAND

Outside

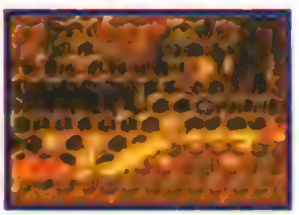
1. Hornet Hole
2. Kong Kollege
3. Target Terror
4. Bramble Scramble
5. Funky's Flights II
6. Rickety Race
7. Monkey Museum
8. Swanky's Bonus Bonanza
9. Mudhole Marsh
10. Klubba's Kiosk
11. Rambi Rumble
12. King Zing Sting

Hornet Hole

This place is swimming in Zinger goo, which is not a good thing for folks who are covered with hair! You normally can't walk on the sticky mess, but if you and your partner team up, you'll be able to manage it. You can stick to patches of honey on the walls (jump and press Left or Right), and "wall jump" your way up the tunnels.

1 FIND SQUITTER

The only way to collect all of the bonuses in this stage is to get Squitter. Use the team throw to find an invisible hook about one-third of the way through the stage. Wall jump up and left until you reach the top of the rock tower.

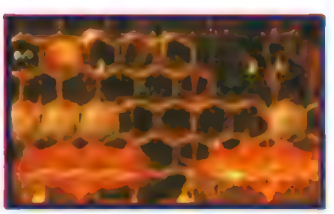


2 3 4 BONUS AREAS

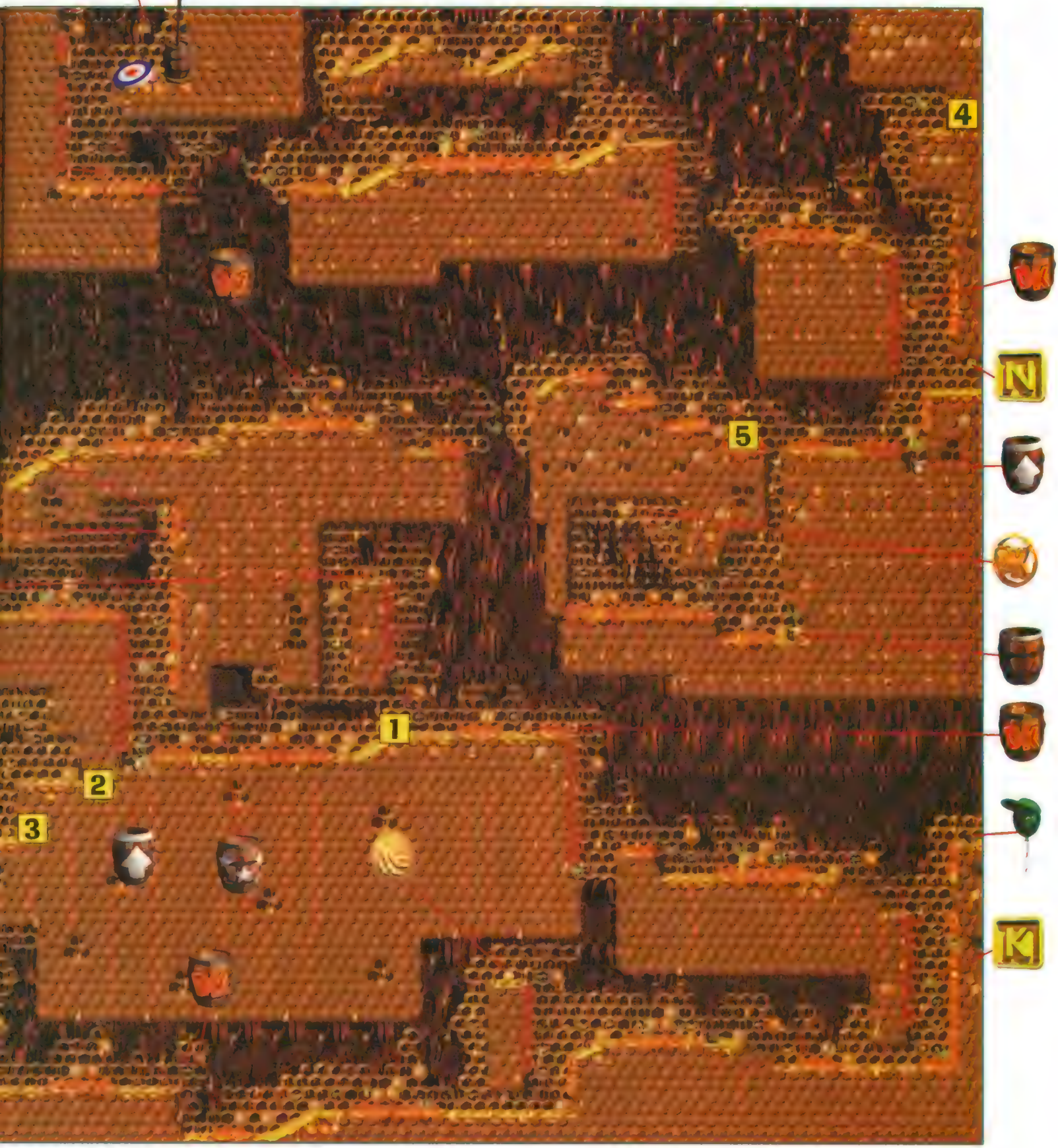
Invisible hooks, team throws and wall jumps will help you get to the first two Bonus Areas. Use platform webs to find the third.

5 HERO COIN

Squitter's attack webs will make short work of all the Kremlings along the path. Drop down the gap to find the Hero Coin.

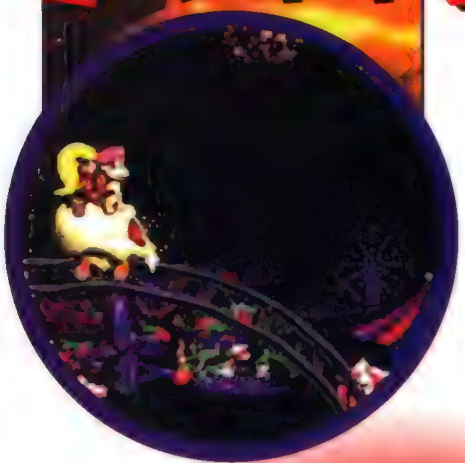


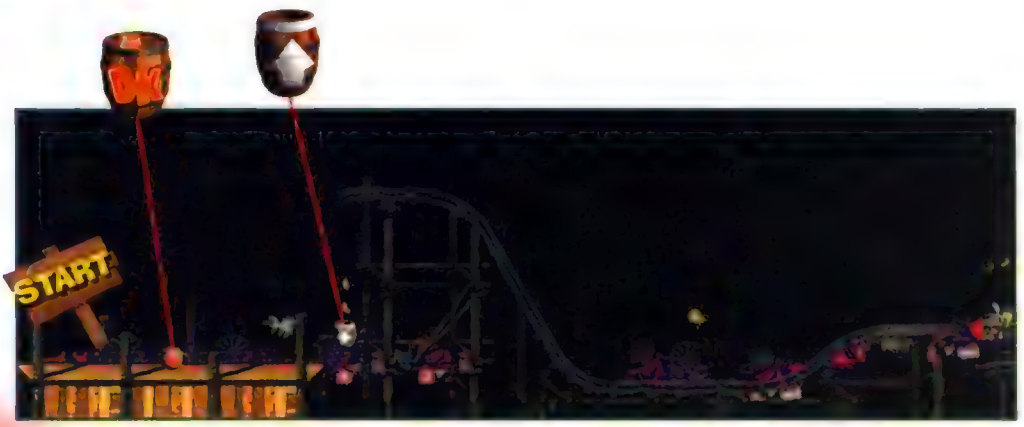
KRAZY KREMLAND

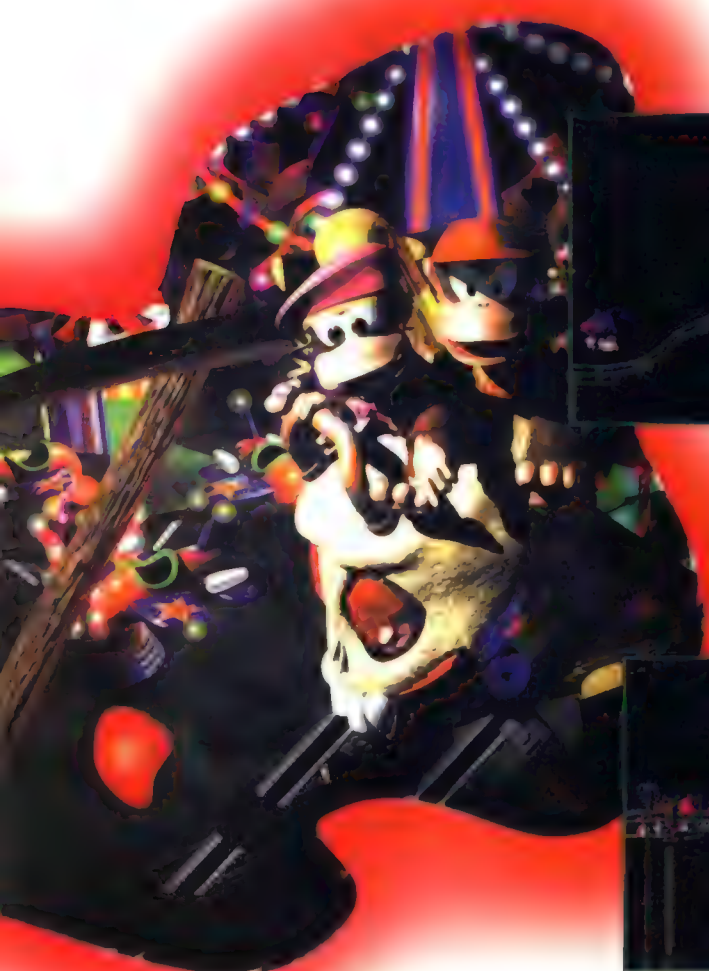


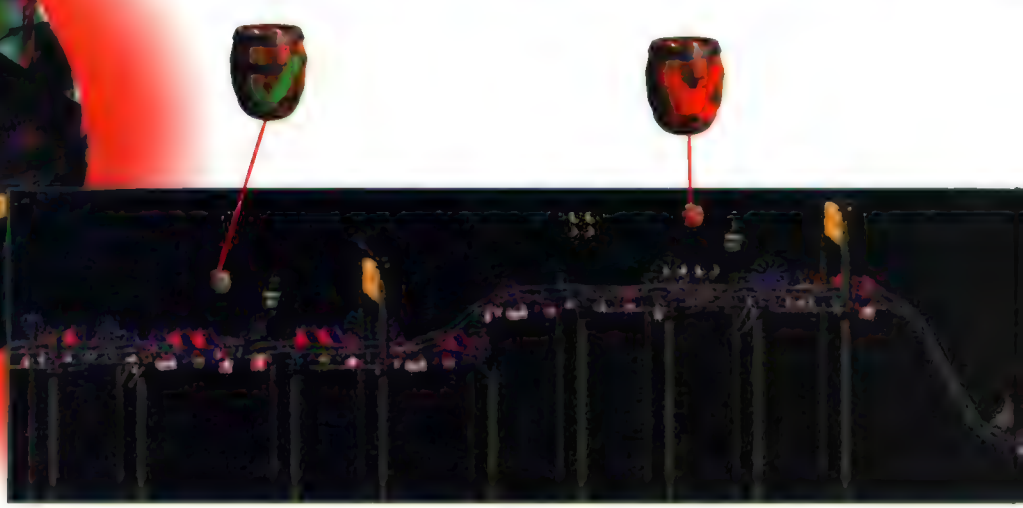
Target Terror

The Target Terror roller coaster will be the ride of your life... or possibly the end of your life! Watch out for the gates (✓ Barrels open them, X Barrels close them) and for Klank, who'll try to flip your car off the track with his barrels. Jump up inside the second shack to collect the hidden Hero Coin.





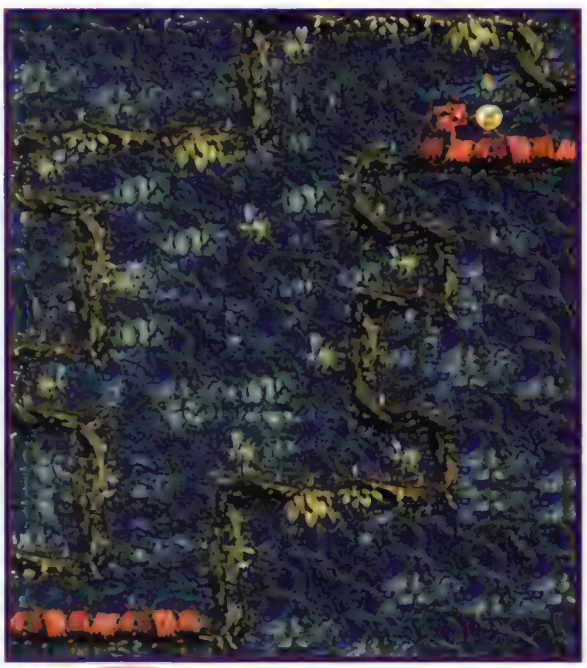


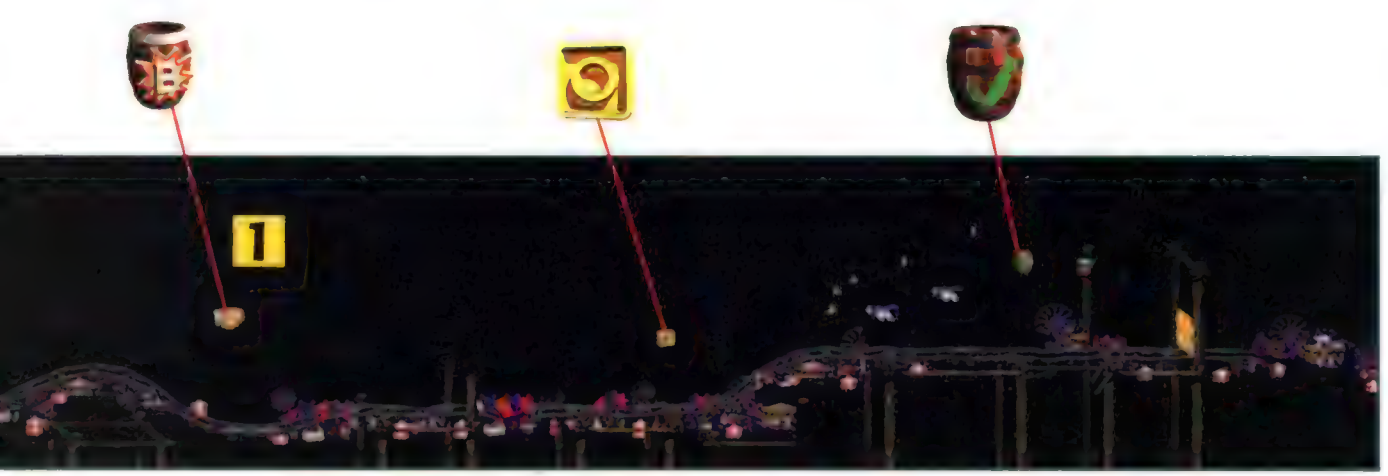


KRAZY KREMLAND

1 BONUS AREA

Jump for the Bonus Barrel as soon as you see it. Inside the Bonus Area, defeat all the Zingers, then go to the upper right corner for some bananas and a Kremkoin!

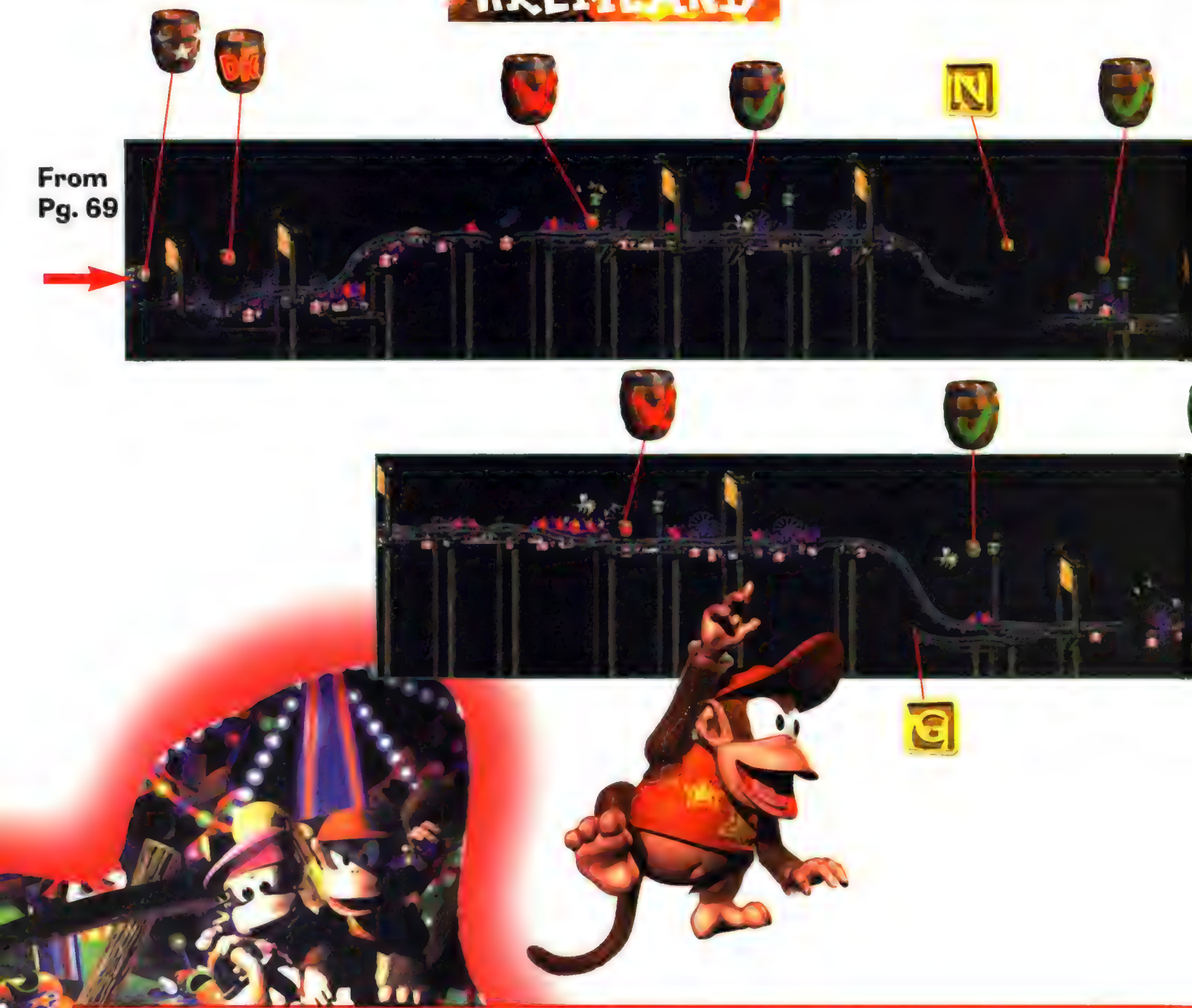




Continued on Pg. 70

KRAZY KREMLAND

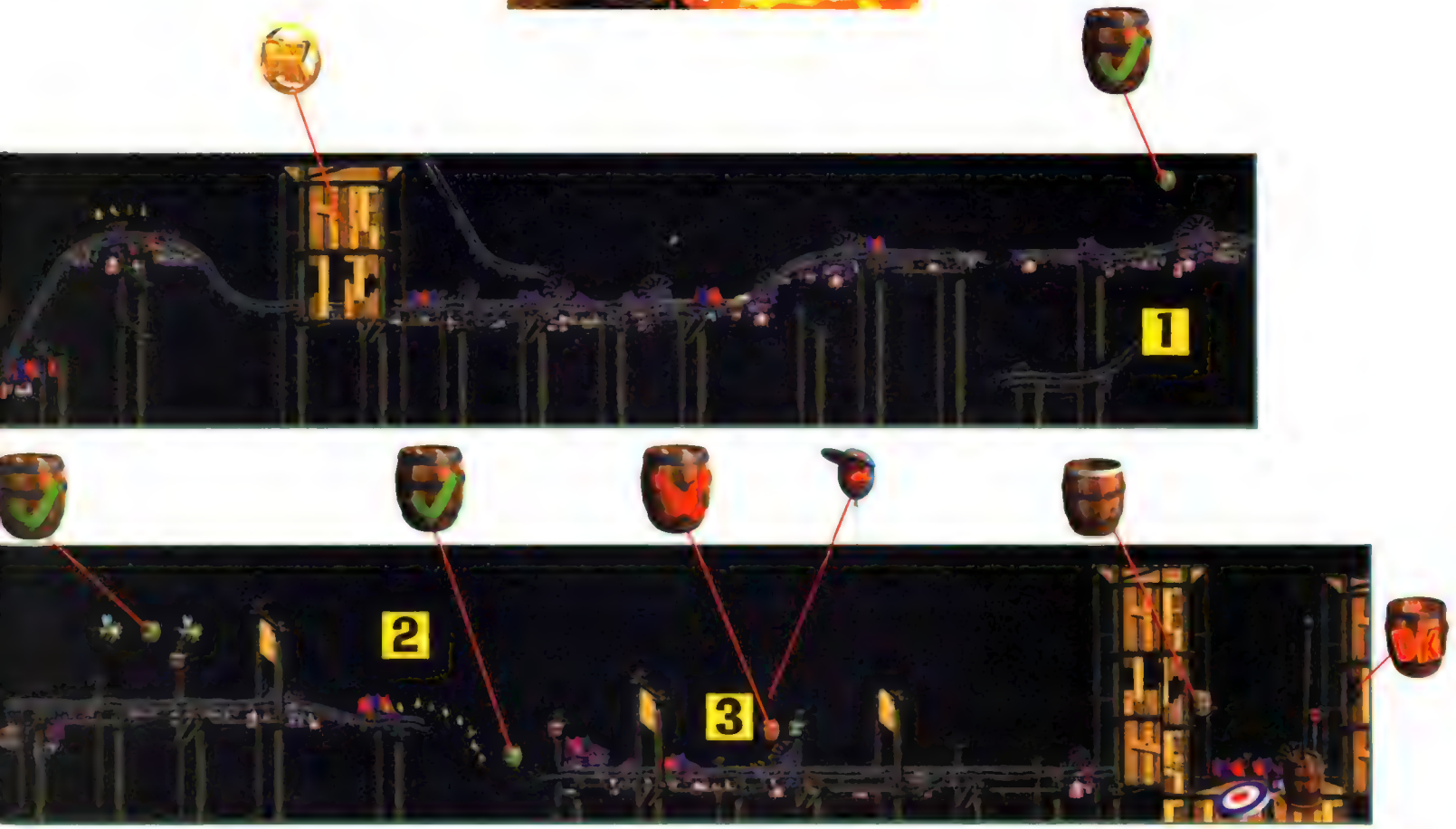
From Pg. 69



1 BONUS AREA

Follow the second Klank as he drops off the track. Instead of hurtling into oblivion, you'll land on a second track and enter a Bonus Area. You'll collect the letter "G" on your way back to the main stage.

TARGET TERROR



2 DON'T BE FOOLED

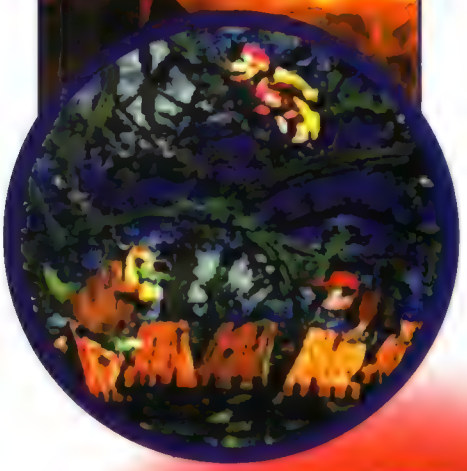
The lines of bananas show you which paths to take and when to jump, but not this time! Wait until your car has fallen just below the level of the Check Barrel, then jump. If you jump from higher up, you'll miss the Check Barrel and crash into a gate.

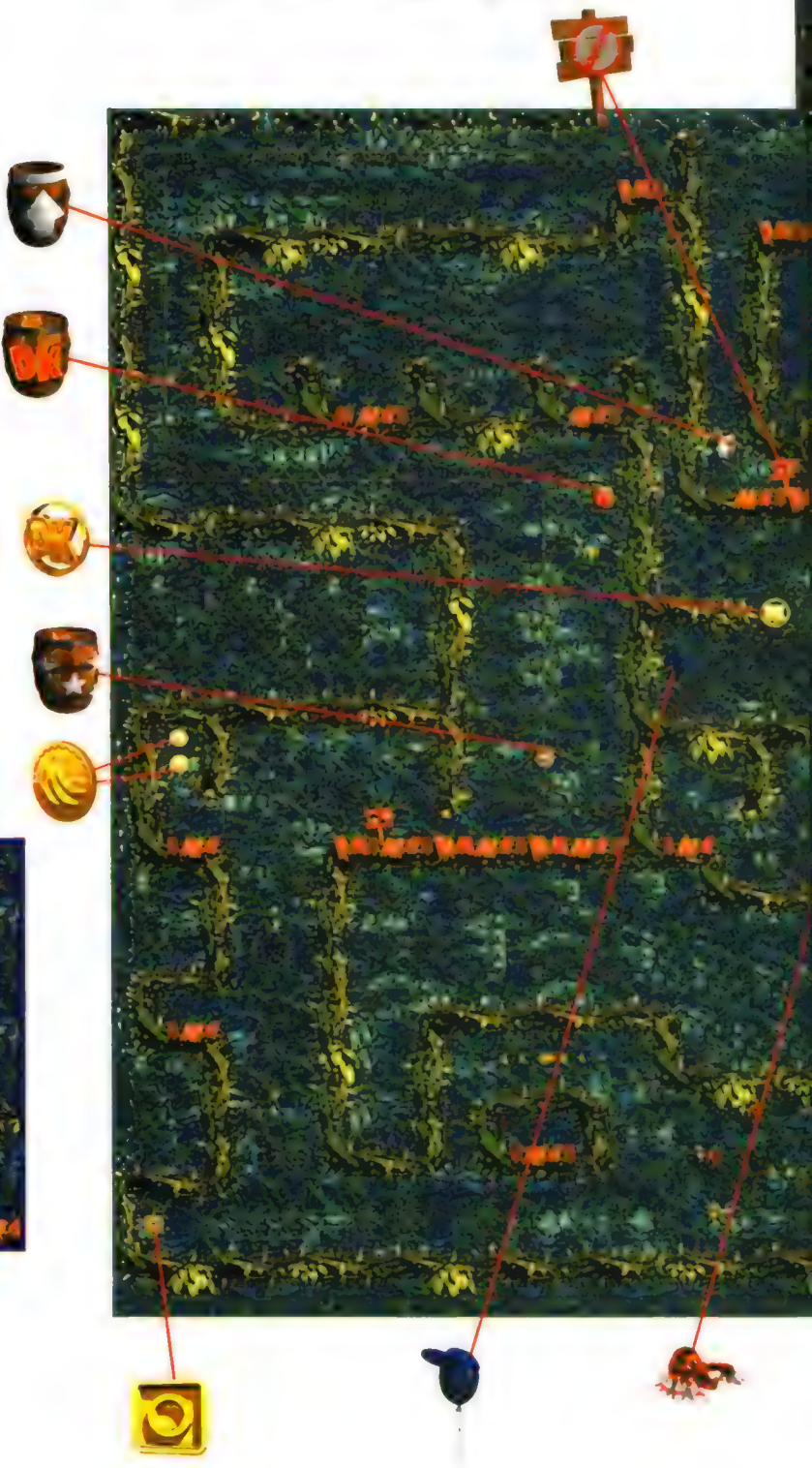
3 LUCKY LEAP

If you time your jump perfectly, you can leap up over the X Barrel and collect an invisible 1-up.

Bramble Scramble

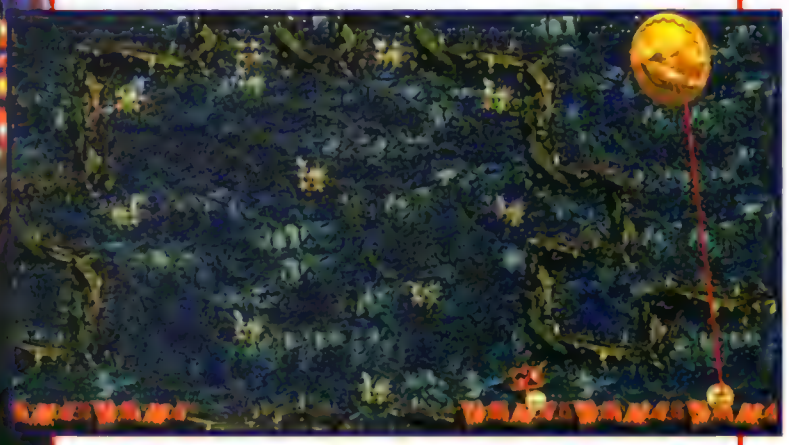
Squawks is your captain on today's flight, but Squitter will grab all the glory. Jump through the brambles below and to the right of the Star Barrel, then cartwheel jump to the next platform. Release Squitter and use his platform webs to go up and left through some fake thorns to the Hero Coin. Major tip: When Squawks is carrying you, you can rest on the thorns below you without getting hurt!



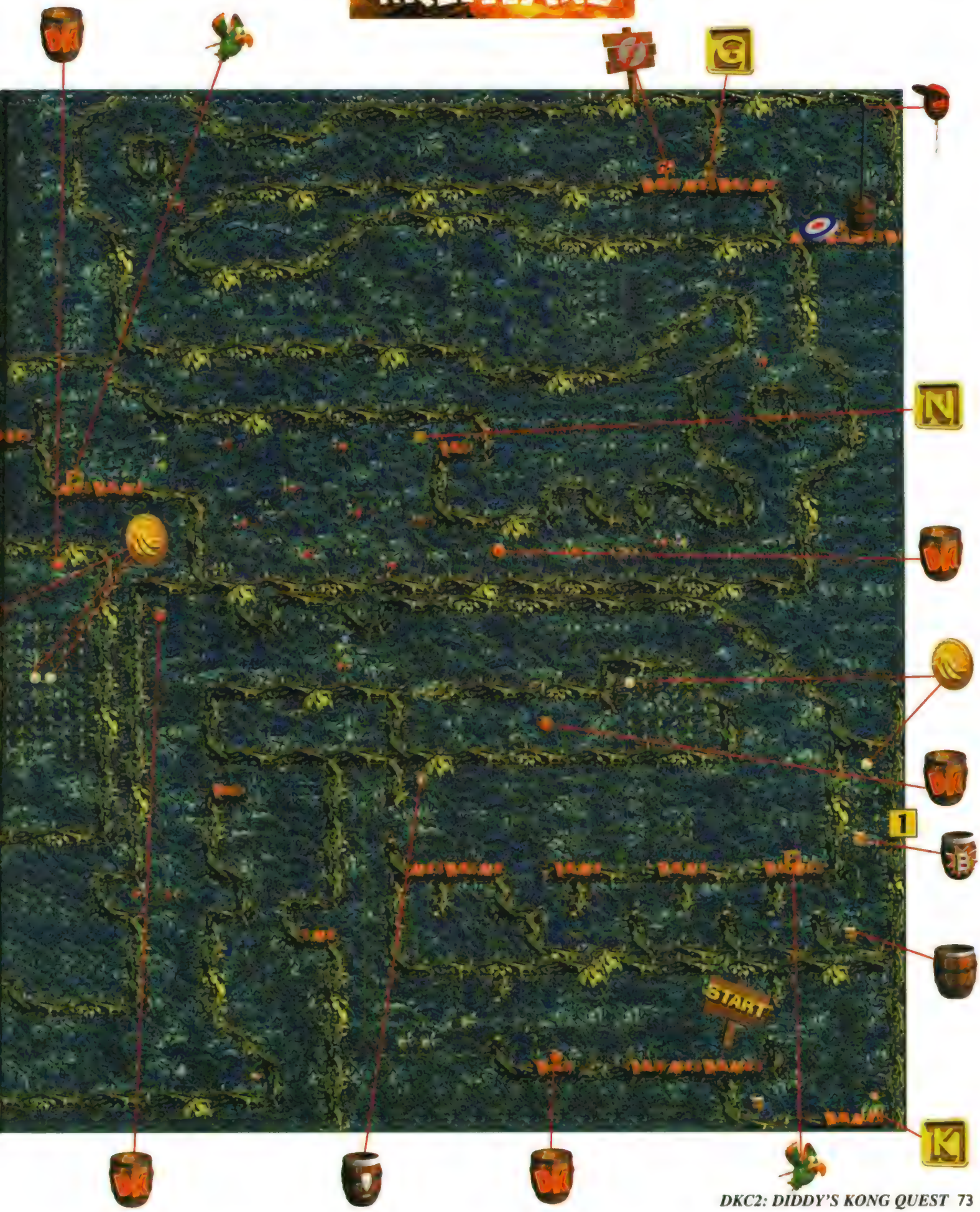


1 BONUS AREA

Break the Exclamation Point Barrel and drop down the gap on your right. Get to the Blast Barrel (which shoots you to the Bonus Barrel) before your invulnerability gives out.

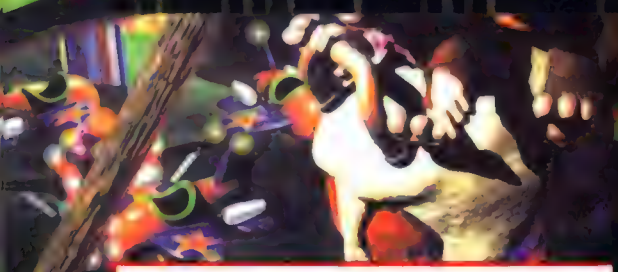


KRAZY KREMLAND



Rickety Race

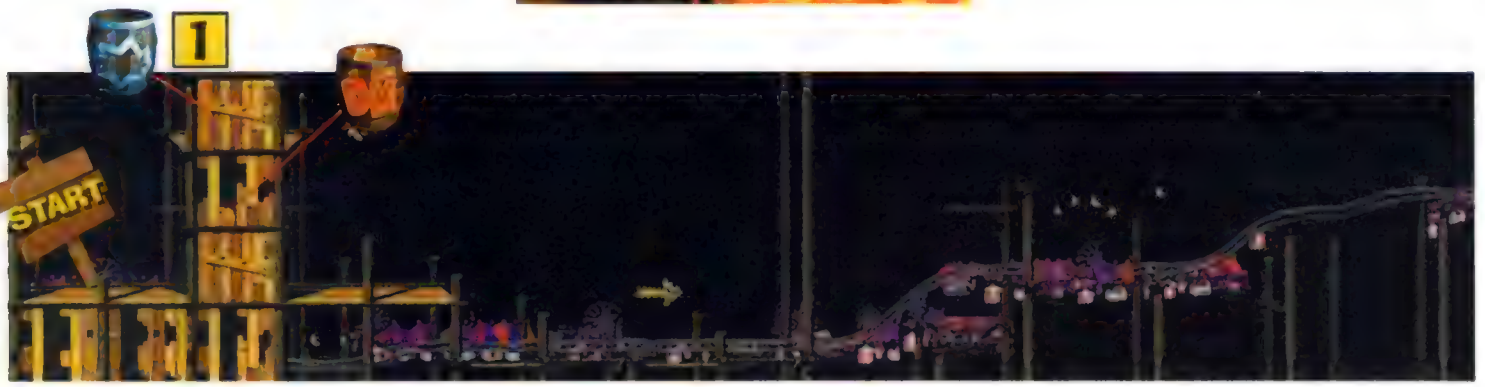
Gentlemen, start your engines! You begin the race in tenth place, and the object is to jump past or defeat the Klanks to get to first place. A jump attack from above or below will do the trick, but if a Klank falls off the track, that won't count. If you manage to make it to first place, you'll receive a Hero Coin! Hold left at the start of the race to get a speed boost.

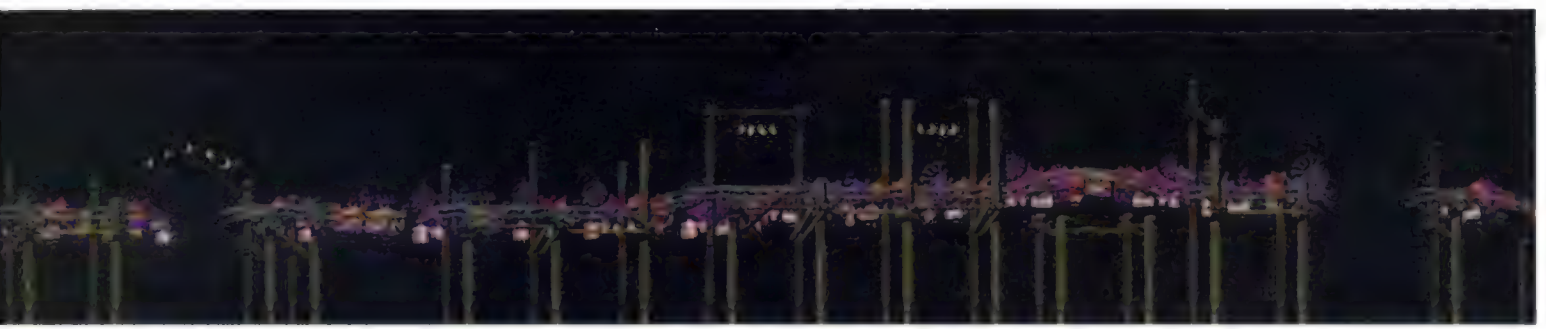


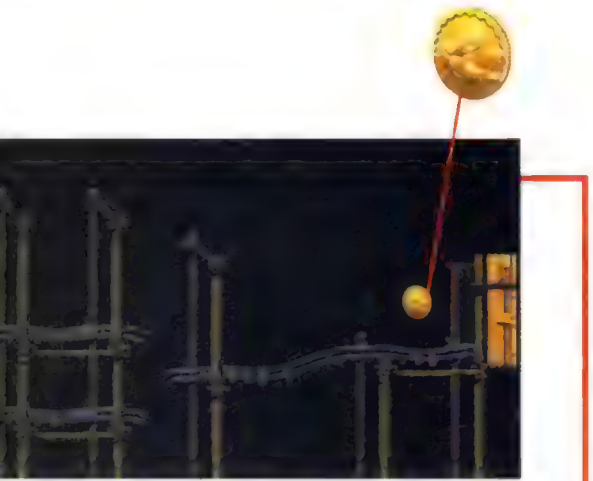
1 BONUS AREA

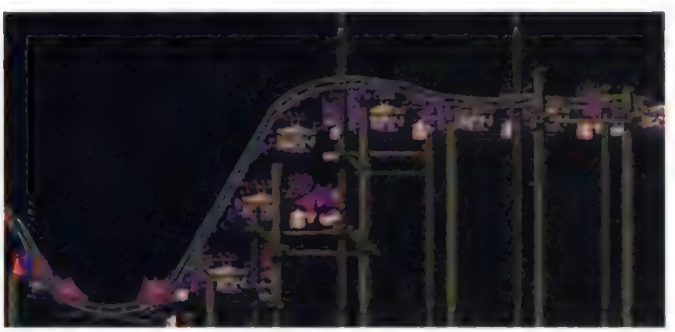
Scale the tower to the left of the starting point and helicopter across to the Invisible Bonus Barrel in the tower on the right. Run enough of the Klanks off the track, and a Kremkoin will be yours!

KRAZY KREMLAND





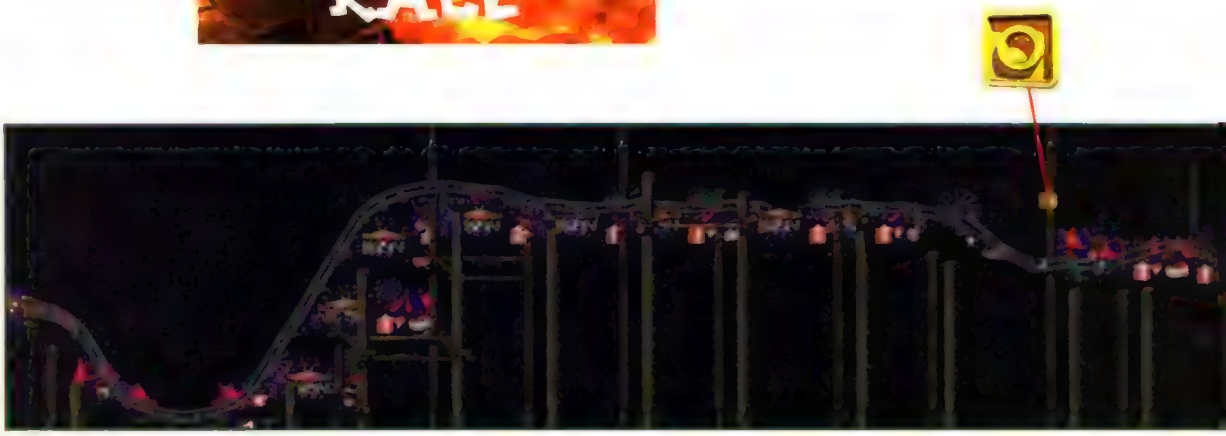


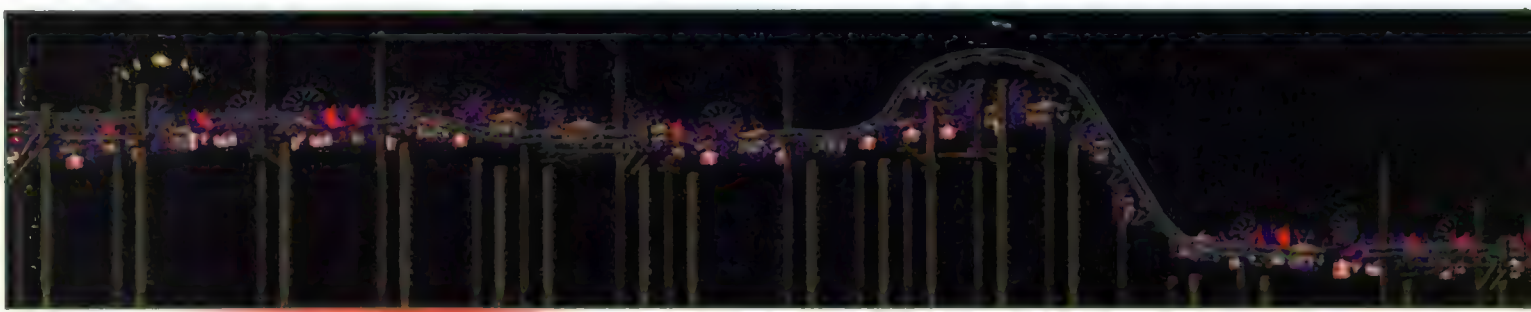


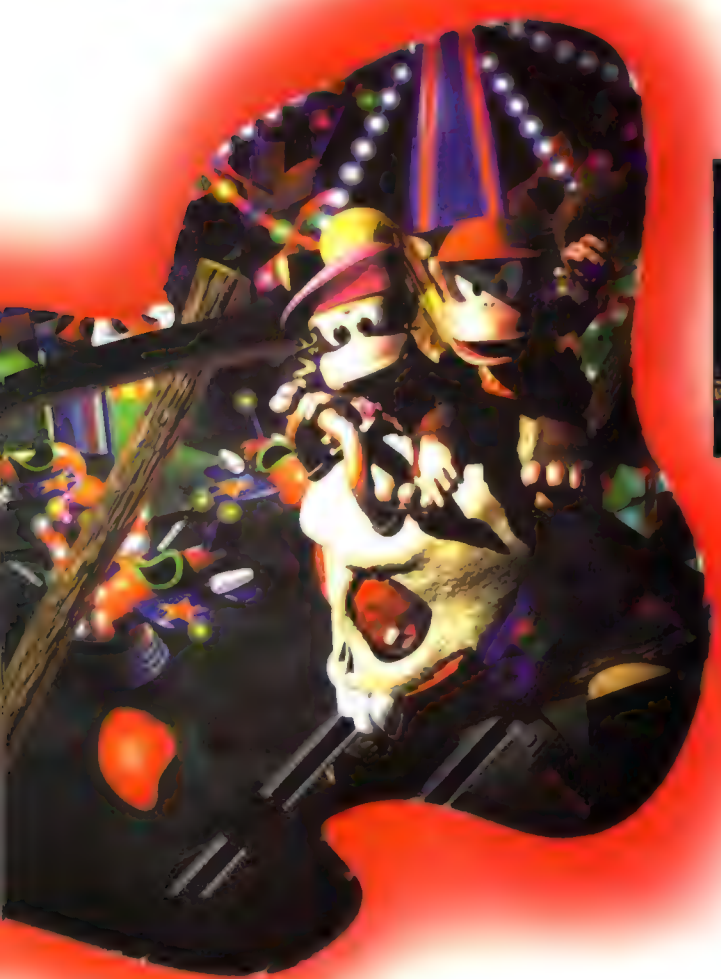
Continued on Pg. 76

RICKETY RACE

From Pg. 75

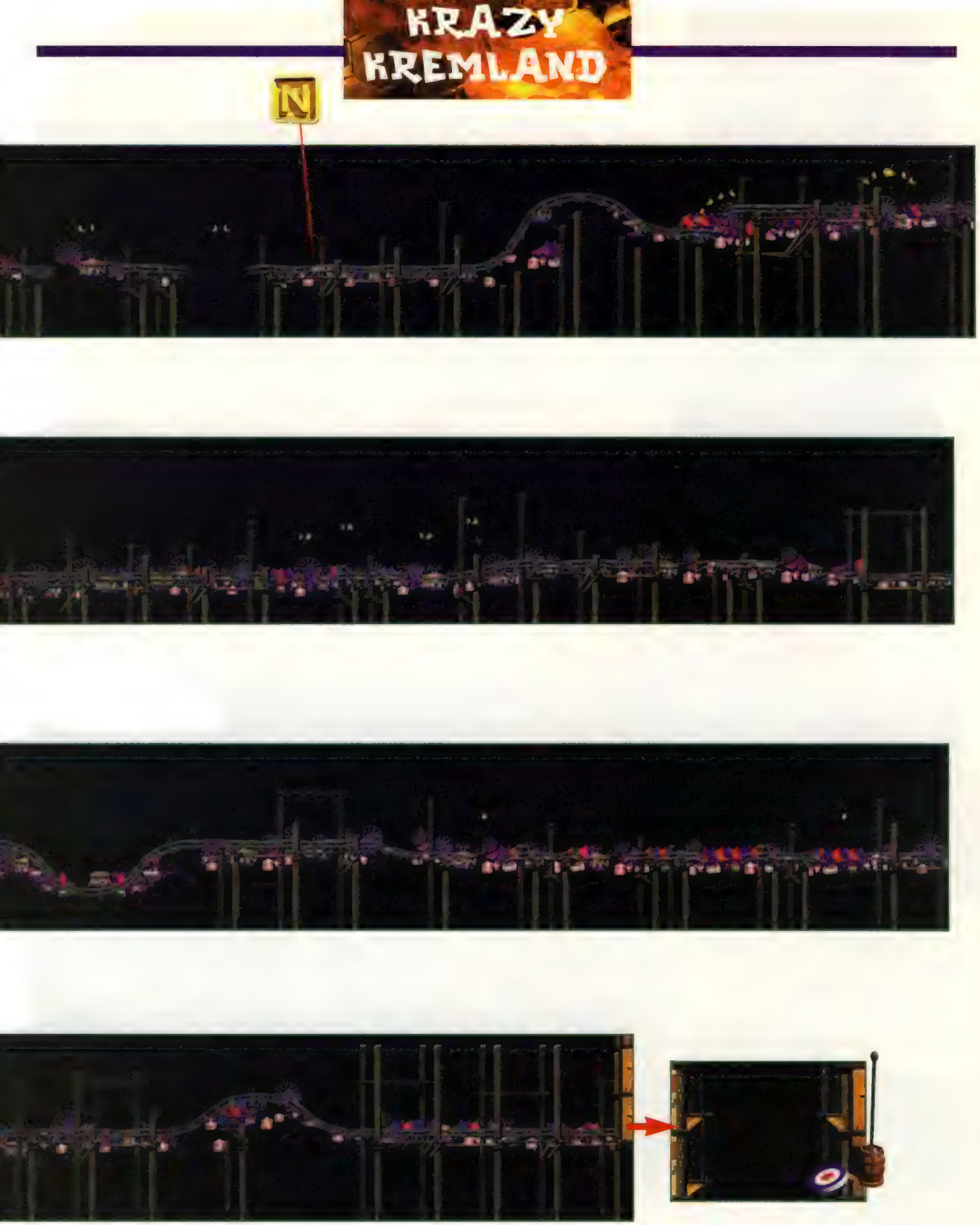






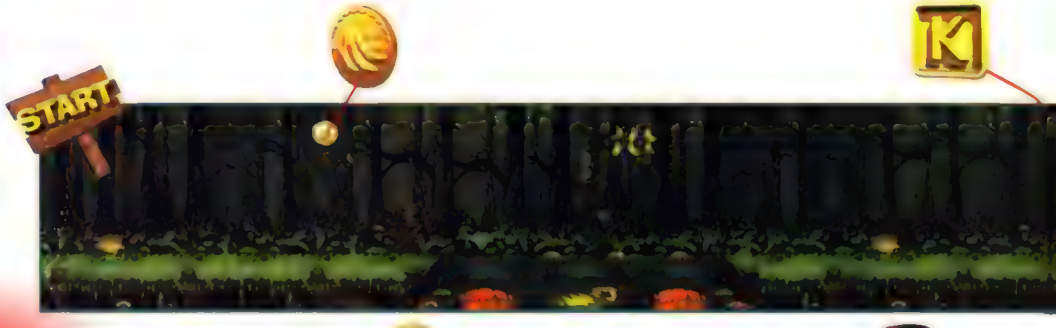
ROLLER COASTER RUMBLE

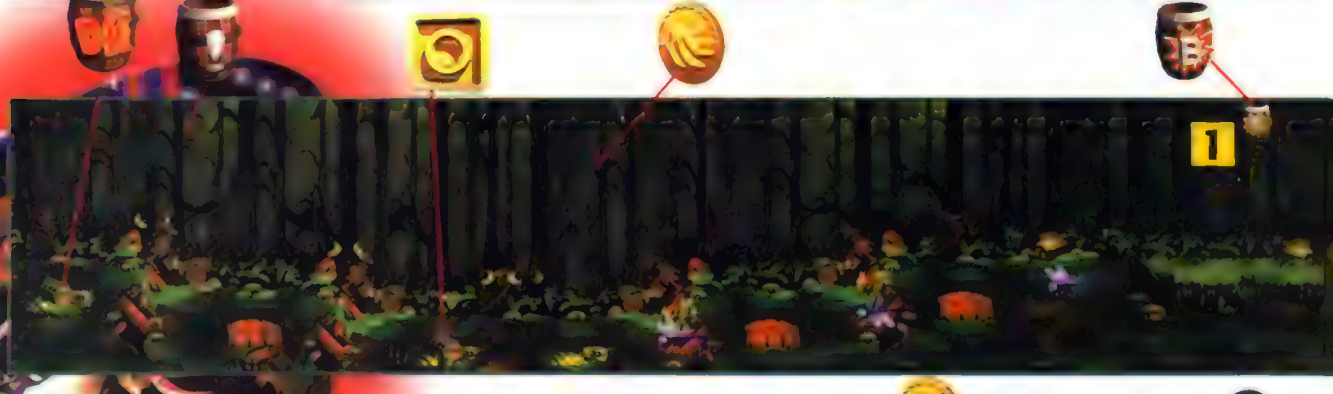
Each Klank will appear only after the previous one is defeated. You must defeat a certain number of Klanks to get the letter "N" and the Hero Coin, so these items won't necessarily appear exactly where they are shown on the map. If you don't defeat enough Klanks, they won't appear at all!

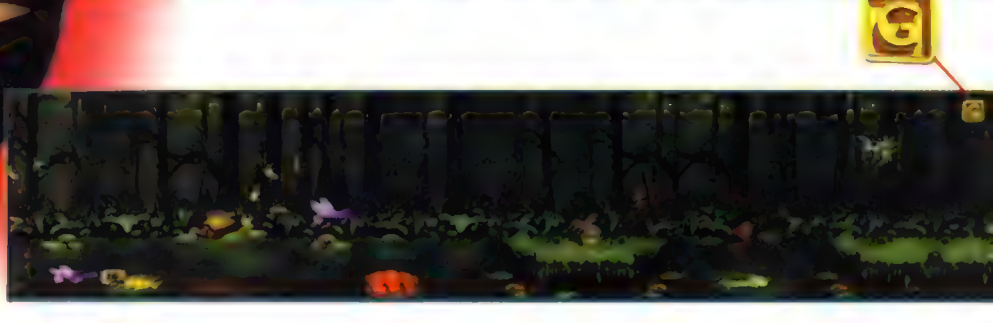

KRAZY
KREMLAND
N

Mudhole Marsh

There's a new baddie named Cat-O'-9-Tails, and if he doesn't do you in, he'll send you flying into the wild blue yonder! Let him spin himself silly, then stomp on his head. If he does throw you, use the Control Pad to steer. Near the end of the stage, you'll need to use oncoming barrels as stepping stones across a swamp. Make your first jump just as the first barrel appears.





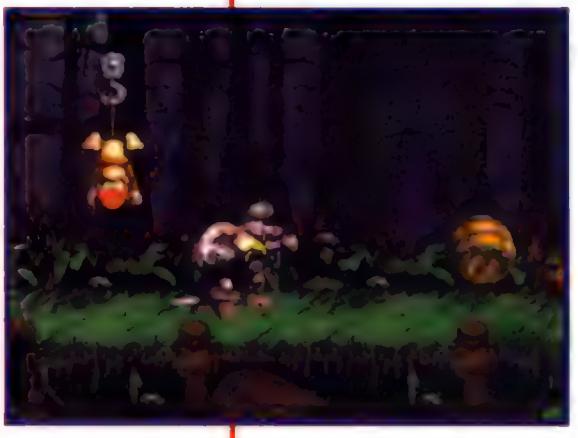


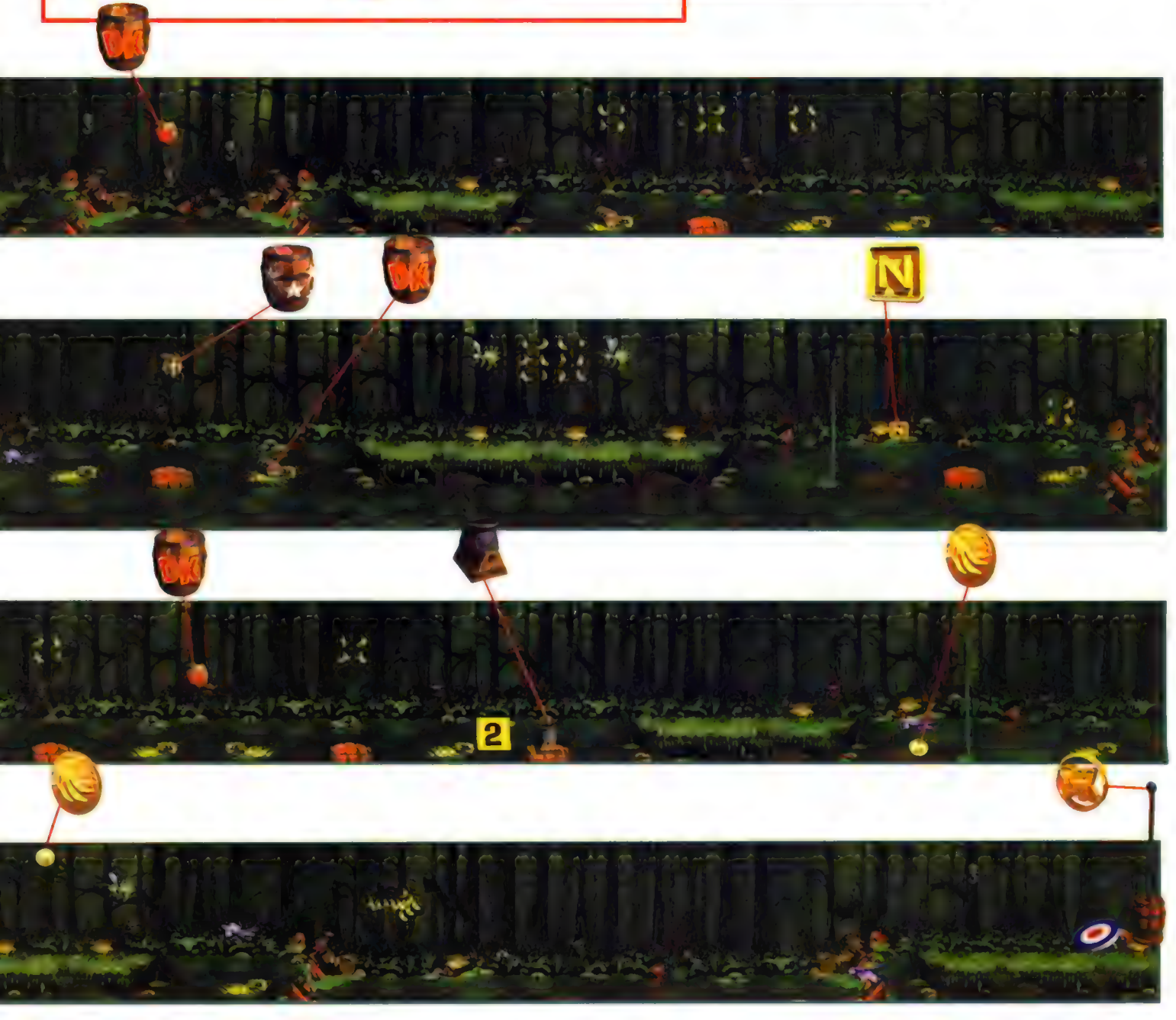
1 2 BONUS AREA

It won't be a problem finding the Bonus Areas, but on your way to the second one, hold the Kannonball in front of you as a shield.

DO THE HERO HOP

Don't defeat the Kannon just before the exit. Run over to the right of the exit target and wait. Bounce off a flying barrel to land on the target. Time it right, and you'll get a Hero Coin!



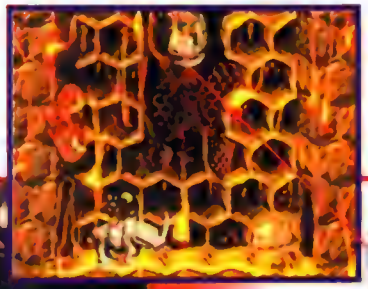


Rambi Rumble

This is a relatively short stage, but that doesn't mean it's an easy one! There's an invisible hook above the doorway just past the halfway point. Jump up and over the wall to collect the Hero Coin. If you enter the door with out the Hero Coin, you can't go back to get it.

3 RAMBI'S ROOM

Go through the door to find a small room with a Rambi Animal Barrel. Once here, you can't go back to the previous section of the hive. Change into Rambi and charge to the end of the stage.



KRAZY KREMLAND

1 2 BONUS AREAS

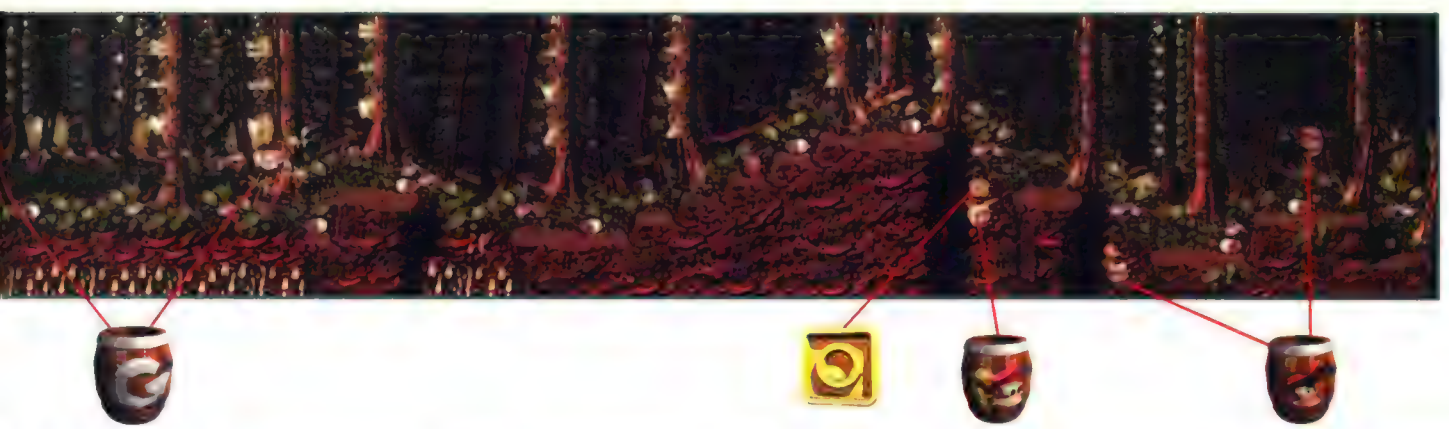
Jump up and left, grab a hook, then wall jump to the first Bonus Area. As Rambi, run to the bottom level and break into the second Bonus Area before the giant Zinger overtakes you.

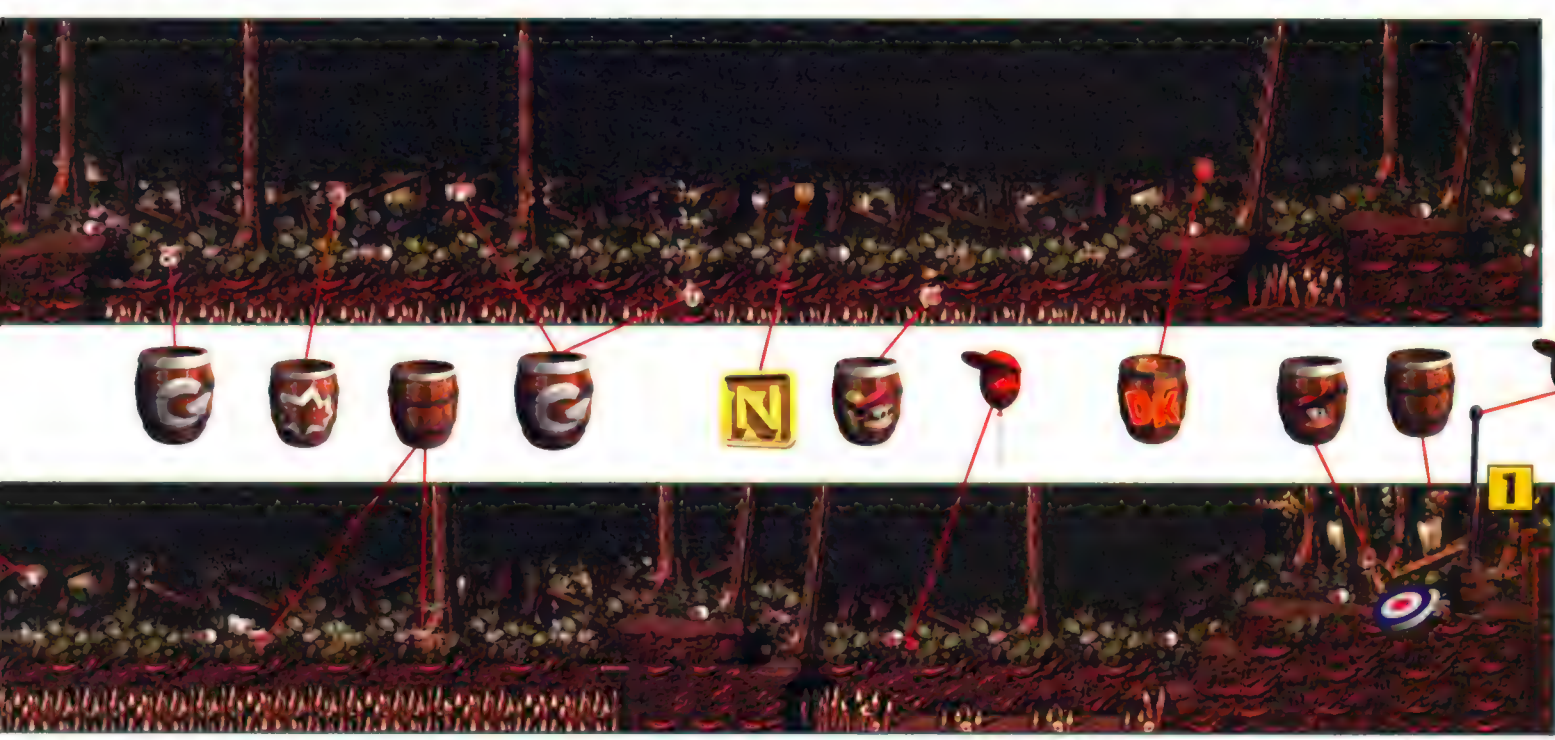
Klobber Karnage

The Lost World? "Lost" is what you're going to feel like when you run into all the banana- and balloon-stealing Klobbers in this stage! Carry a barrel with you at all times as a shield. In the Blast Barrel sequences, use the lines of bananas to aim your shots.

1 BONUS AREA

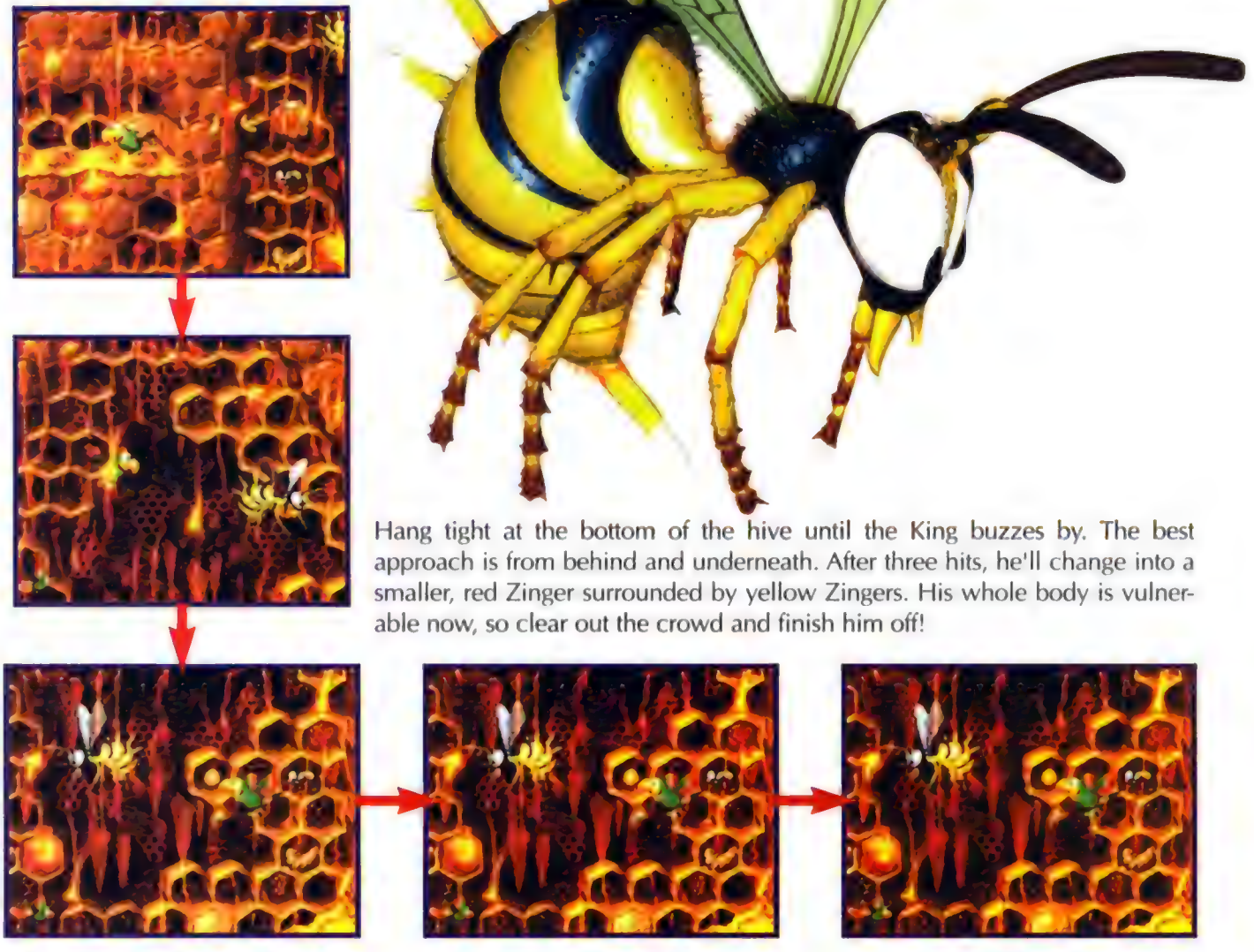
Use Diddy to jump into the Blast Barrel near the exit, but instead of aiming at the target, shoot yourself to the right to enter this cleverly concealed Bonus Area! If you don't have Diddy, use Dixie to carry a Klobber to the target area. When it comes to life, bounce off it to reach the barrel.





King Zing Sting

Okay, heroes, now it's you in parrot form against this really humongous Zinger. He buzzes around his hive in a pattern until you shoot his stinger with an egg, then he flies wildly for a few seconds and flings stingers in all directions. Sure. Okay. No problem.



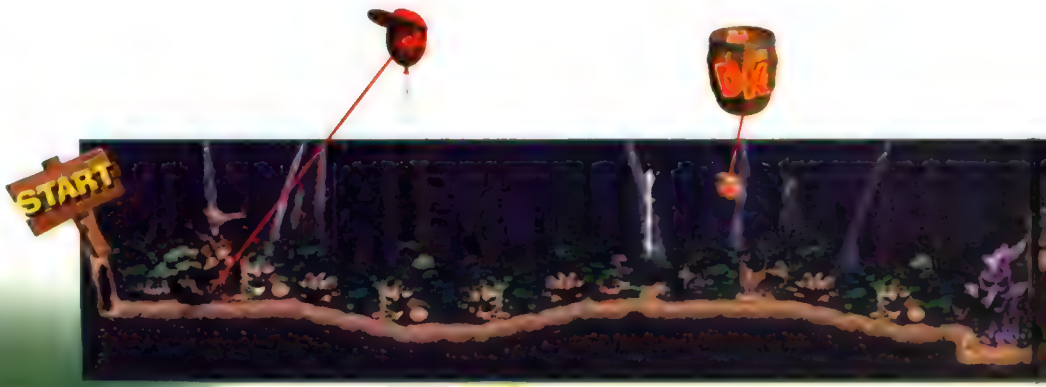
Hang tight at the bottom of the hive until the King buzzes by. The best approach is from behind and underneath. After three hits, he'll change into a smaller, red Zinger surrounded by yellow Zingers. His whole body is vulnerable now, so clear out the crowd and finish him off!

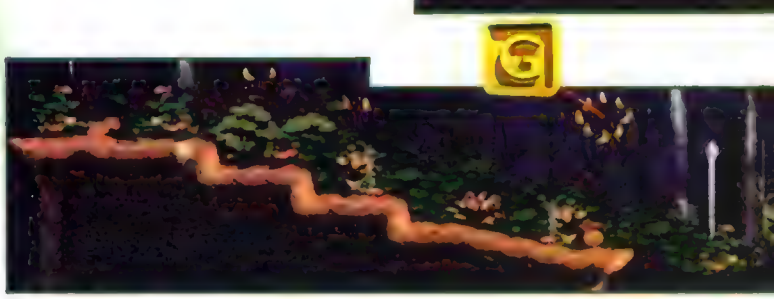
GLOOMY GULCH

1. Ghostly Grove
2. Monkey Museum
3. Haunted Hall
4. Gusty Glade
5. Kong Kollege
6. Parrot Chute Panic
7. Swanky's Bonus Bonanza
8. Klubba's Kiosk
9. Funky's Flights II
10. Web Woods
11. Kreepy Krow

Ghostly Grove

In this haunted part of Crocodile Isle, even the ropes fade in and out of sight like phantoms, accompanied by eerie moaning sounds that you can use as cues for jumping. At the beginning, wait on the left for a Kloak to appear twice. The first time, he'll throw you a bunch of bananas. The second time, he'll throw a chest with a 1-up.





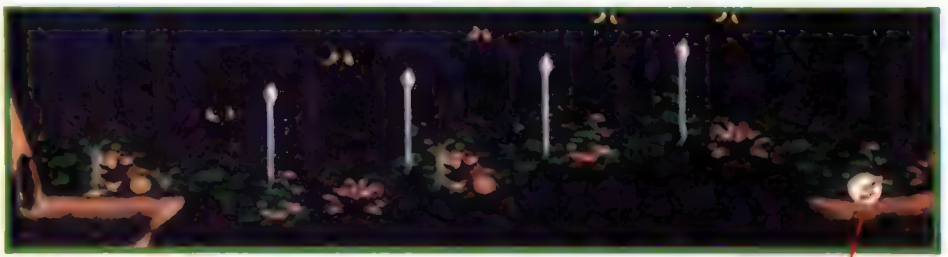
GLOOMY GULCH

1 BONUS AREA

Grab a barrel and push Up when you throw it. It will still take out the Krunchas as it goes, but it will roll slowly, giving you a chance to follow it all the way to the Bonus Area entrance.

2 BONUS AREA

Jump just as the ropes begin to appear or you won't have enough time to make it to the Bonus Barrel before they fade. Listen to the sound effects for cues.



Haunted Halls

You'll go back to the track for this cursed roller coaster stage. Fight the impulse to jump at every barrel you see. If you break too many Minus Barrels, Kackle will subtract one of you from the game!

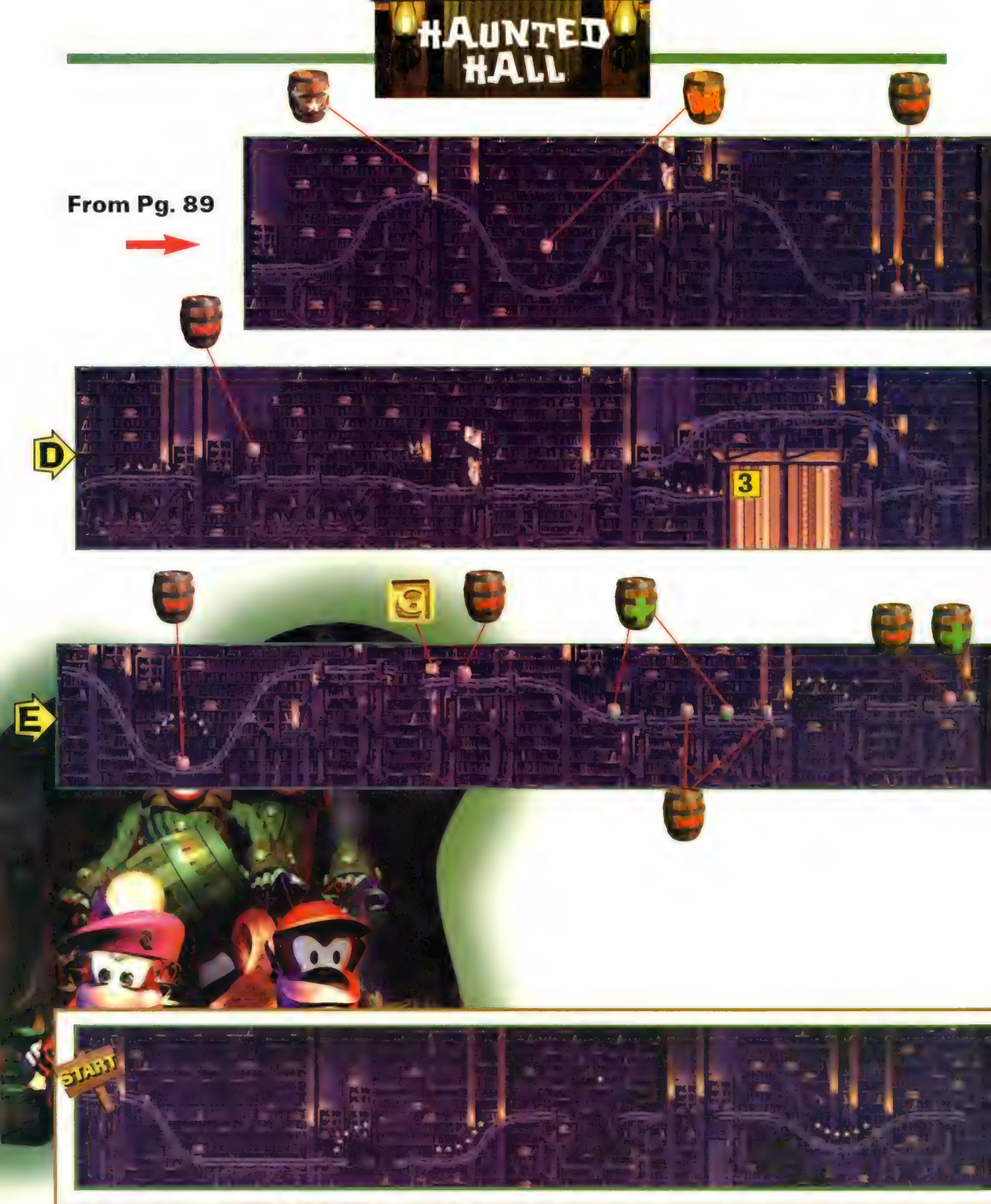
1 BONUS AREA

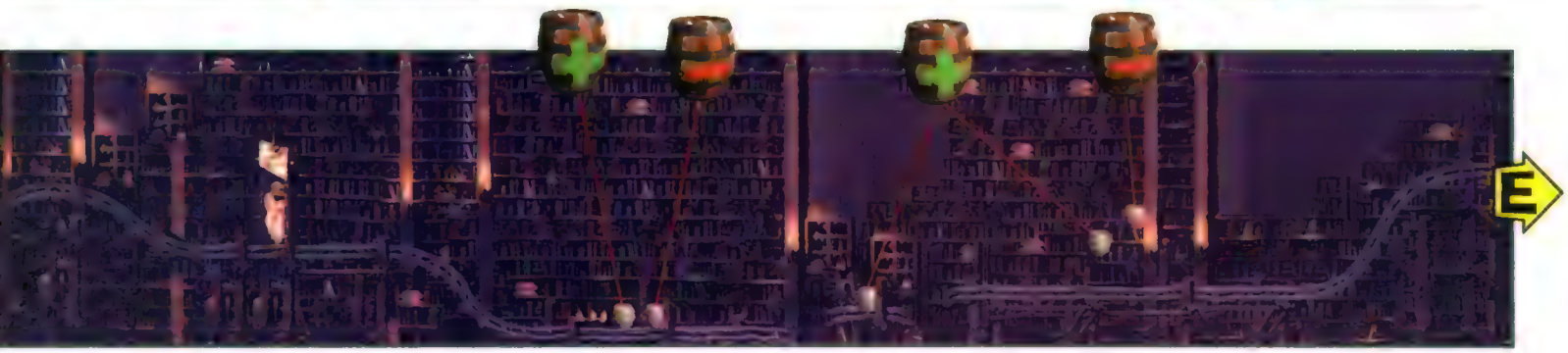
What a surprise! To get to the first Bonus Area, jump to the upper track, then quickly jump on top of the wooden platform.

Continued on Pg. 90

2 BONUS AREA

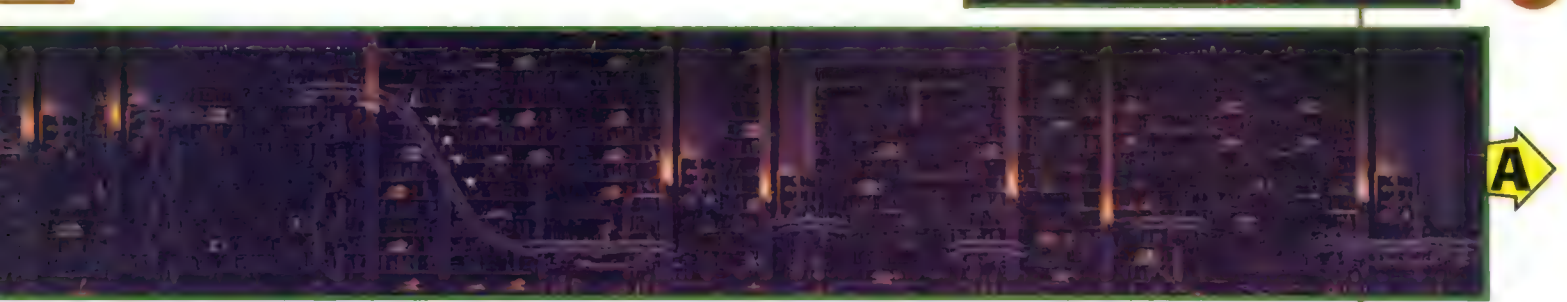
When you leave the first Bonus Area, your car will roll backward onto the upper track then forward into the second Bonus Area.


HAUNTED HALL
From Pg. 89
D
3
E
START



3 BONUS AREA

This is a tough one! Make a short hop just as your car is beginning to fall, or make a long jump from farther back, earlier than you normally would to get to the lower track.



Gusty Glade

There's an ill wind blowing in these woods, but you can turn it to your advantage, if you're careful. The gusts can help you get across some of the big gaps, but if you leap while they're blowing against you, you'll be jumping into oblivion! Dixie's helicopter spin can provide some flight insurance on some of the trickier jumps you'll have to make!

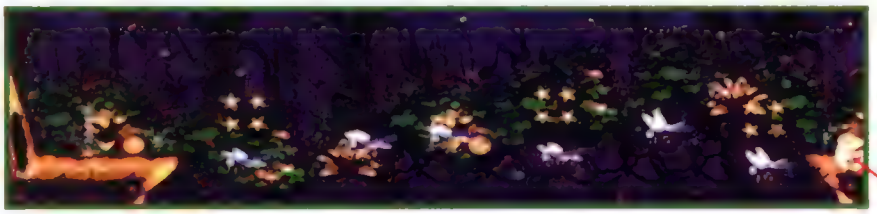
RELEASE RATTLY

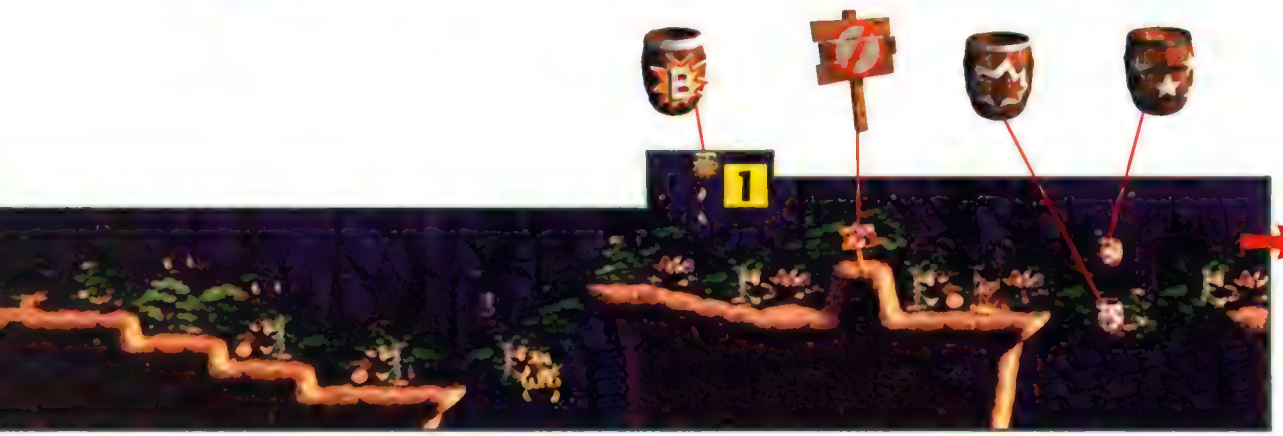
Team throw your partner up the slope behind the starting point, then go left. If you take Rattly safely to the "No Rattly" sign, you'll get a balloon worth three extra lives!

GLOOMY GULCH

1 BONUS AREA

Once you're in the Bonus Area, don't worry about defeating all the Flitters. Just getting to the other side of the chasm in gale force winds is problem enough!





Continued on Pg. 94

WINDY JUMP

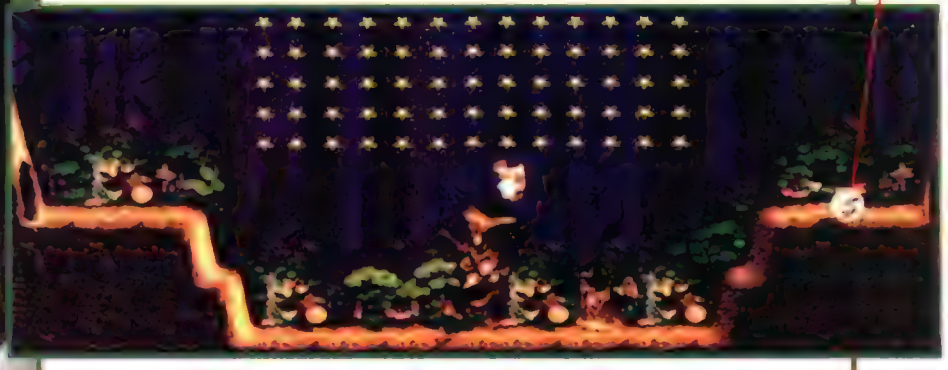
The trick to making a really long leap is to wait until the wind is blowing in the direction you want to jump. Always wait at the edge of a platform to check the pattern of the gusts before you continue. Rattly can jump into the wind better than Diddy or Dixie can.

GUSTY GLADE

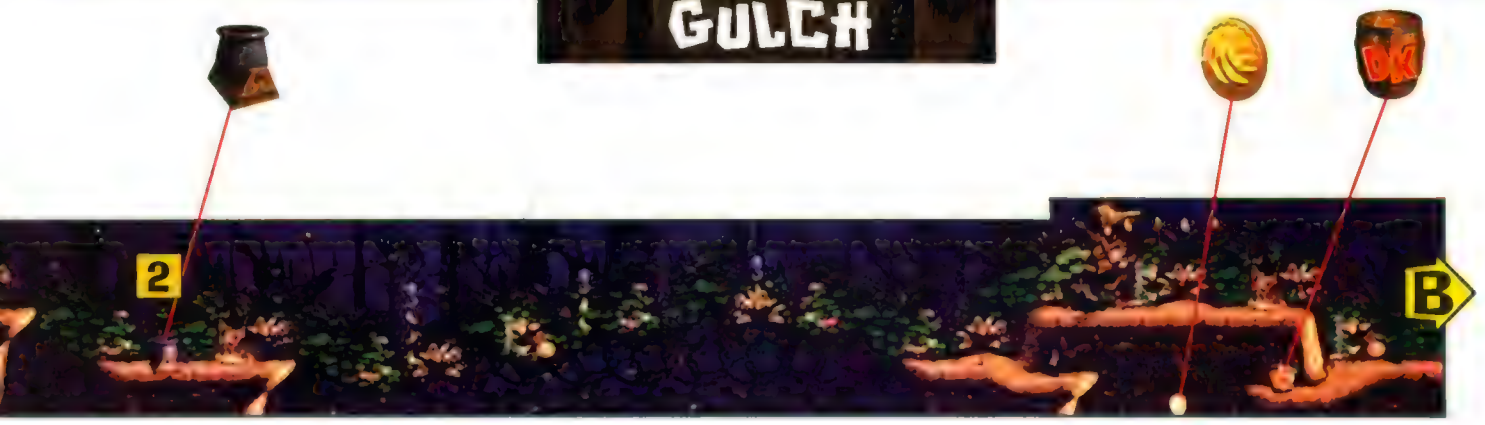
From Pg. 93

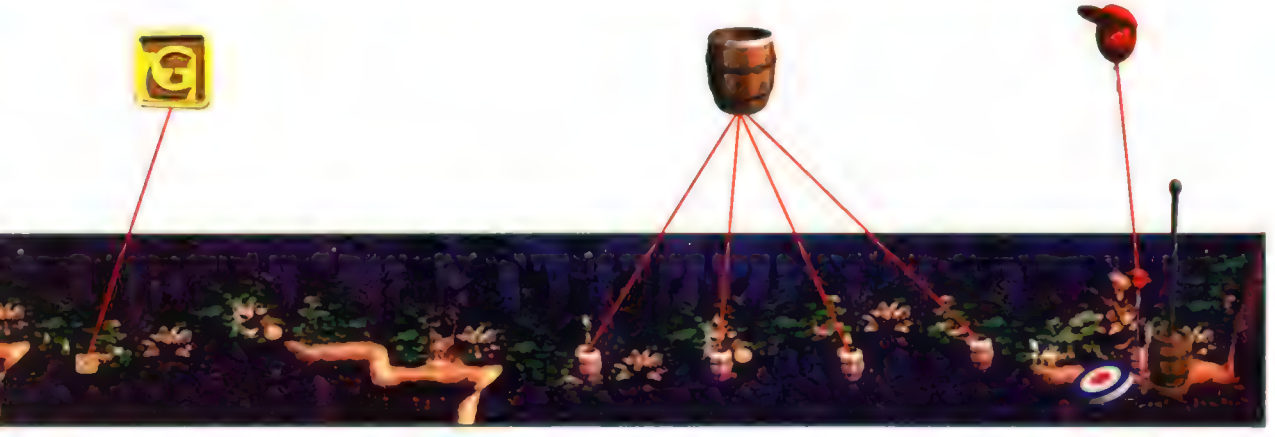
2 BONUS AREA

Look for a pair of Kutlasses guarding two chests. The Kannonball you need to get to the second Bonus Area is in the upper chest. Defeat the upper Kutlass first, then break the chest open by throwing it at the lower Kutlass.



GLOOMY GULCH





3 FLY THE KREMLING SKIES

Take a flying leap from the top of this hill (don't be pushed off by the wind!) and use Dixie's helicopter spin to collect the Hero Coin. If the wind is with you when you jump, you can float all the way to the end of the stage!

Parrot Chute Panic

Squawks is back to lend a wing or two in this stage, but you'll probably do much better without him. Dixie, using her helicopter spin, is much more maneuverable.

1 SHORTCUT

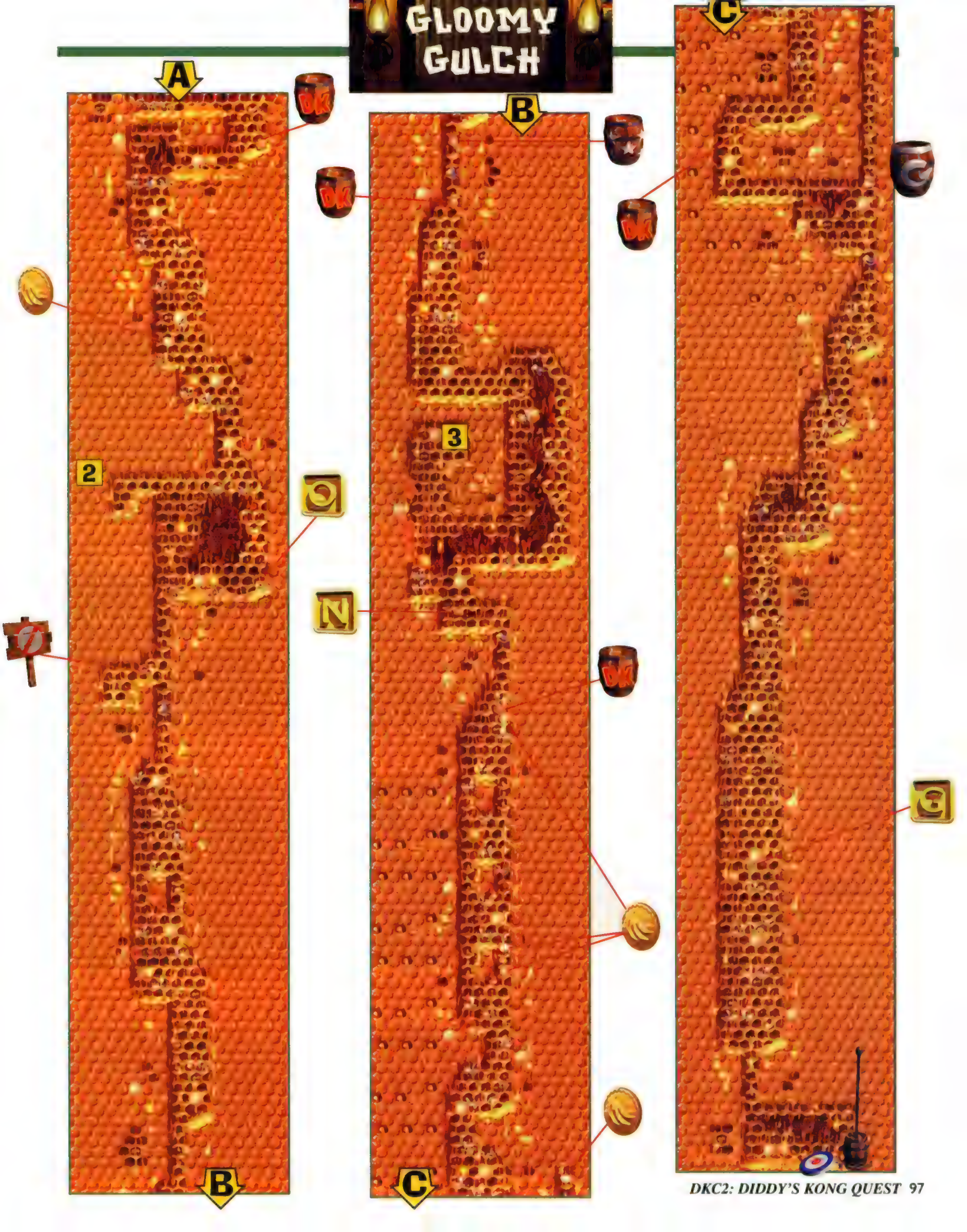
Grab the crate, hop down a step and slam it against the wall to open a passage. The letter "K" is in the tunnel beyond.

2 BONUS AREA

This is one area where Squawks is handy. Either use him to flap over to the ledge or use Dixie's helicopter spin.

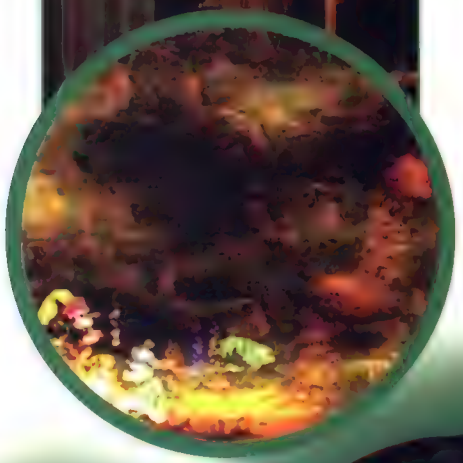
3 BONUS AREA

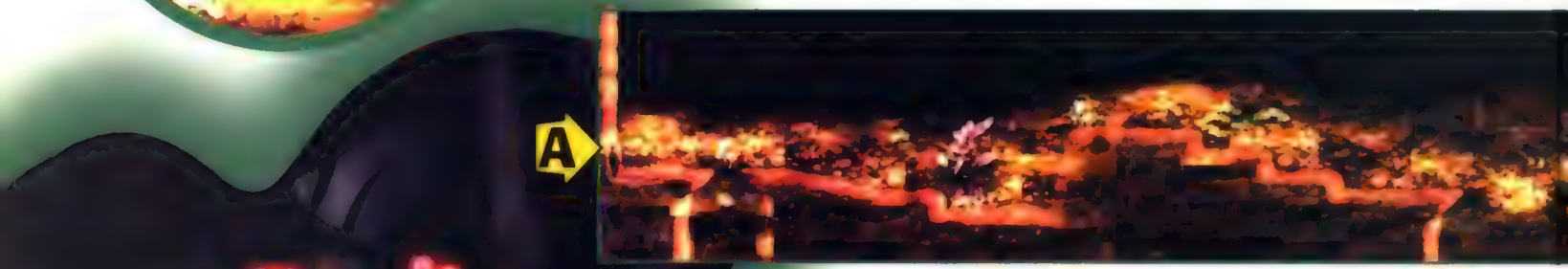
To get up here, cartwheel jump off the ledge and grab onto the sticky patch of wall. Wall jump your way up and right.

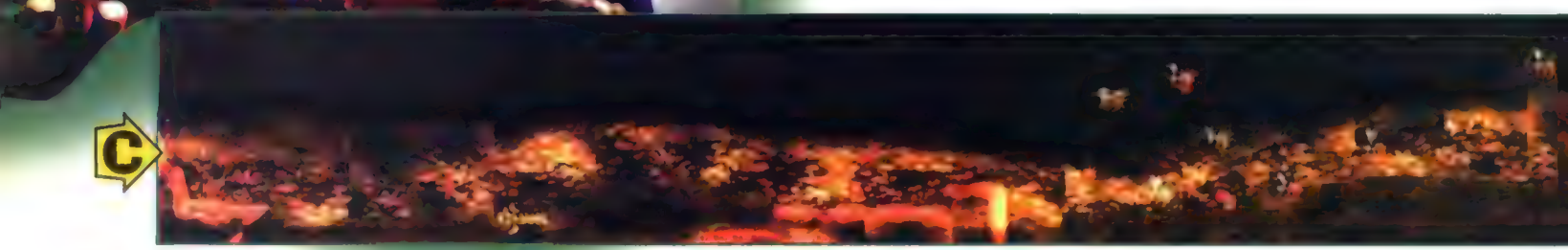

GLOOMY GULCH
A
B
C
2
3
N
B
C

Web Woods

This is Squitter's shining moment! Keep in mind that you can angle your attack and platform webs by pressing Up or Down as you fire. The Hero Coin is one of the rewards you can get at the exit.



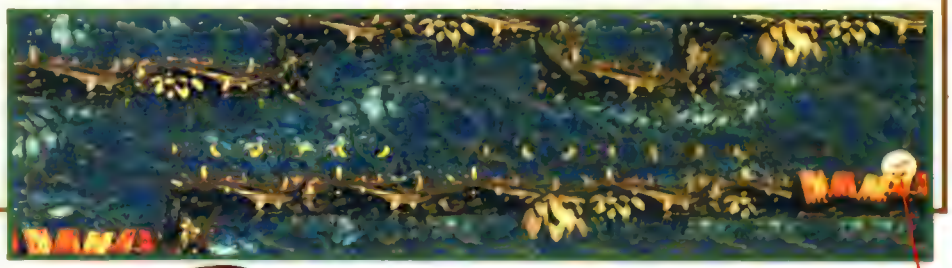


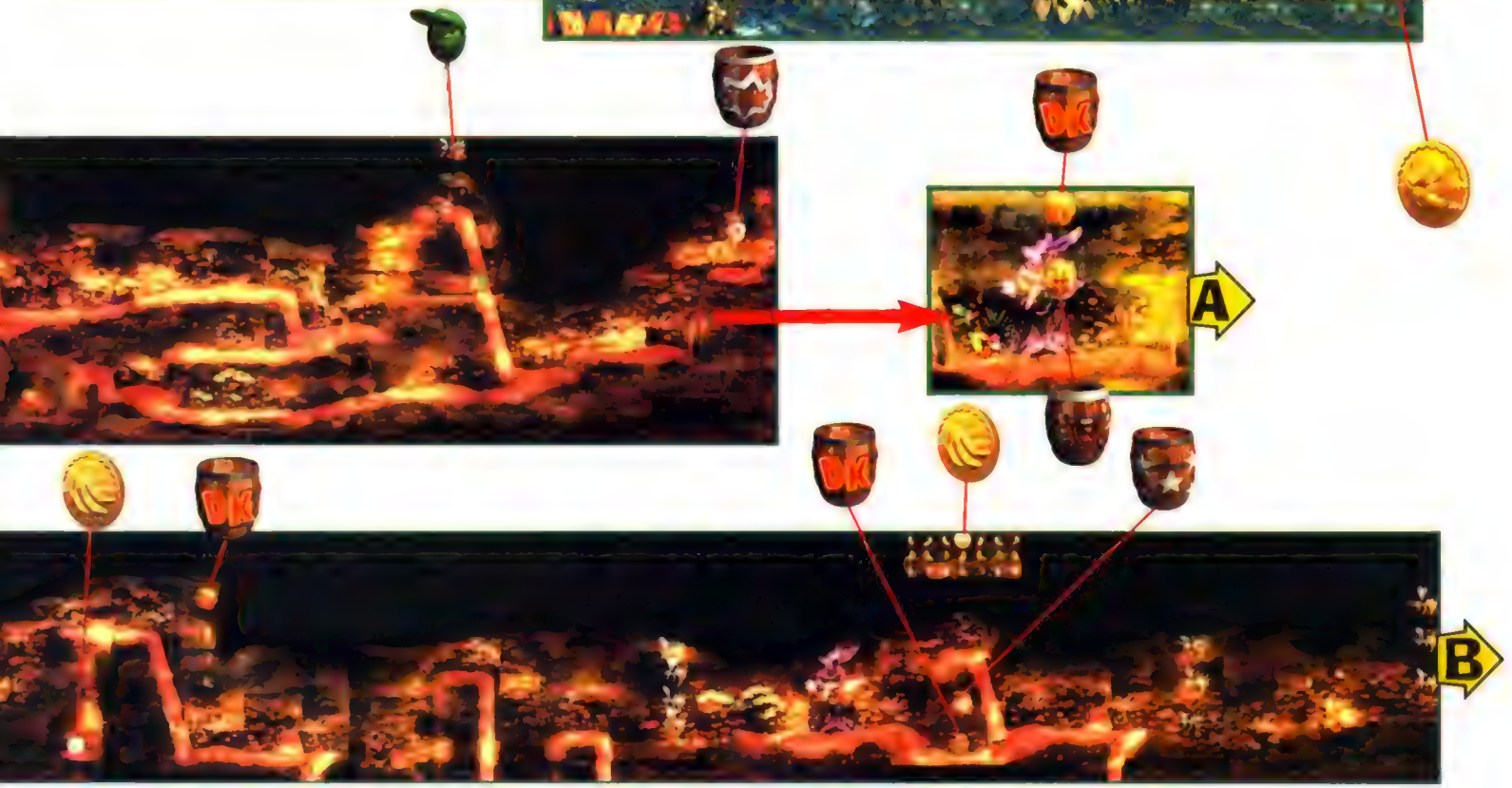


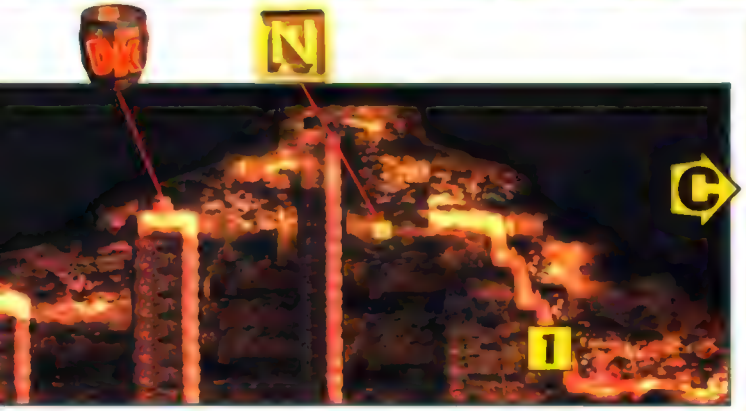
GLOOMY GULCH

1 BONUS AREA

Wait until Kannon fires a very slow Kannonball. If you follow it back to the left, it will blast open the first Bonus Area.

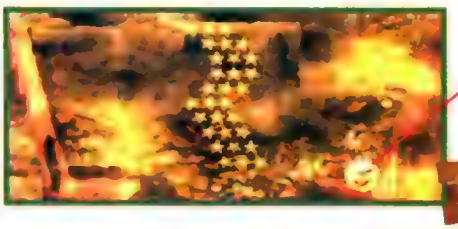






2 BONUS AREA

Once again, don't defeat Kannon. Wait for him to fire a Kannonball, then follow it. At least this time you have solid ground to stand on!

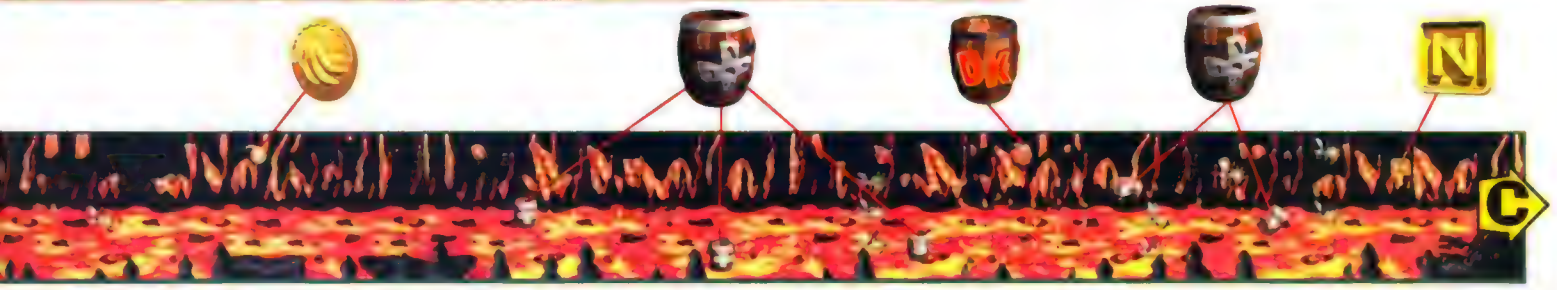


Fiery Furnace

You'll be switching tactics throughout this infernal inferno! Pay attention to the type of barrel you're in and watch the timer. Make sure that you rotate or steer your barrel so you fire in the right direction.

1 BONUS AREA

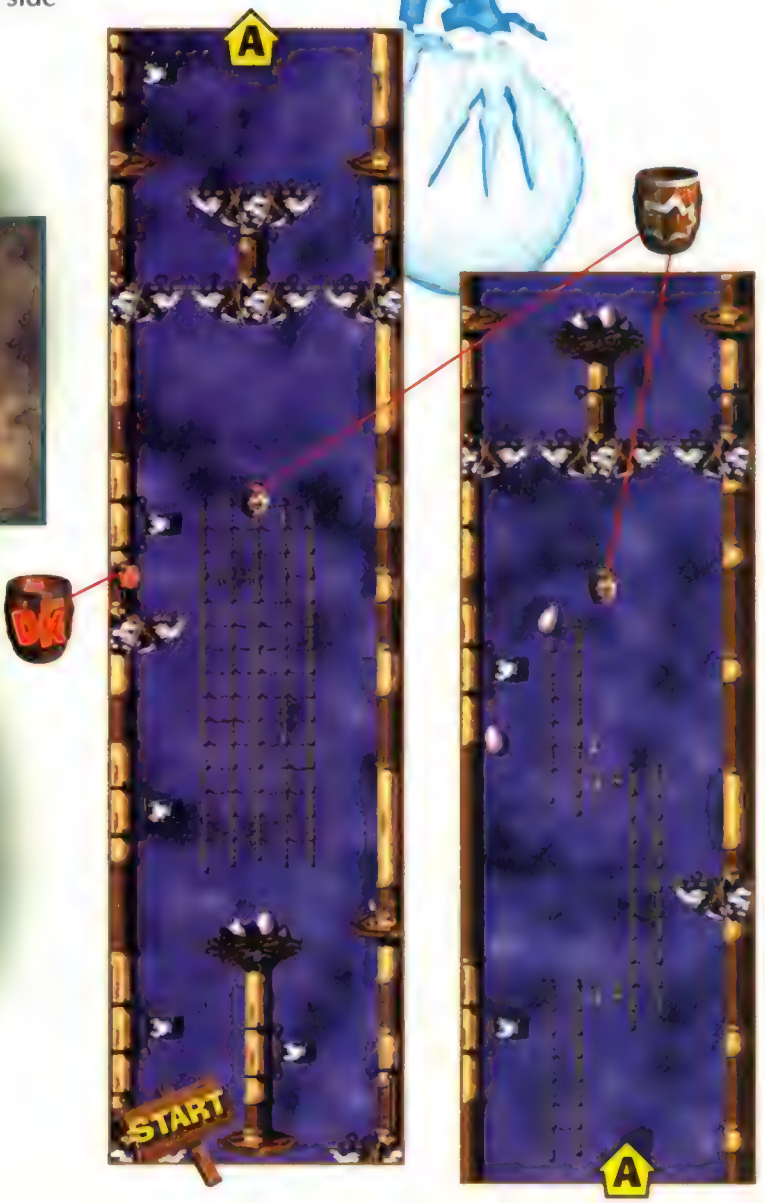
Beware of the Cat-O'-9-Tails, especially the one under the last steerable barrel. If you lose your partner, you won't be able to reach it or the Bonus Barrel.



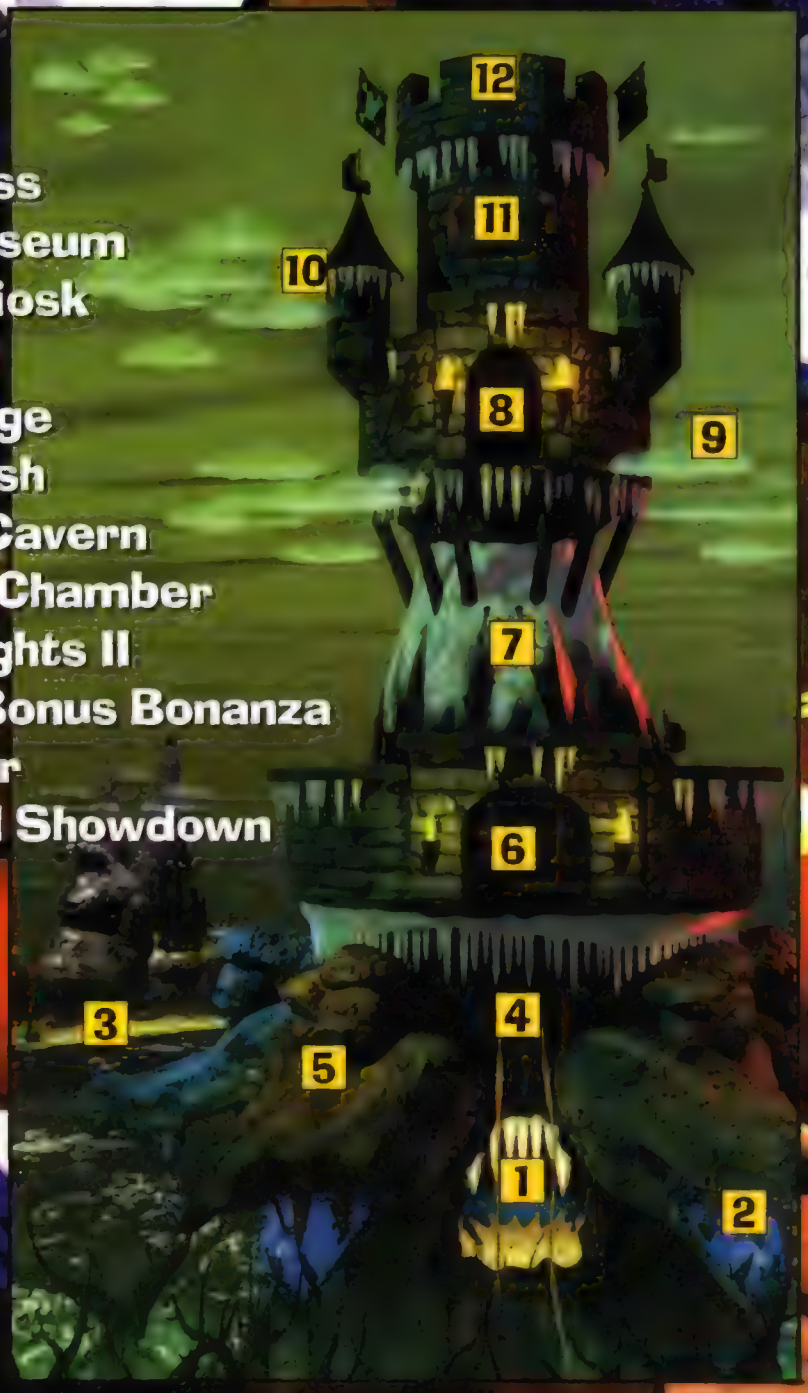
KREEPY KROW

It's the return bout with Krow, and it looks like the eggs he was guarding in Gangplank Galleon have finally hatched! They may look ghostly, but those little Neckys are solid enough to stomp on.

Defeat the Necky that looks solid, then grab the barrel that appears and smash Krow with it. When the hooks drop down, jump up towards the next level. Listen for the falling eggs and dodge to the opposite side of the screen.



K. ROOL'S KEEP



1. Arctic Abyss
2. Monkey Museum
3. Klubba's Kiosk
4. Windy Well
5. Kong Kollege
6. Castle Crush
7. Clapper's Cavern
8. Chain Link Chamber
9. Funky's Flights II
10. Swanky's Bonus Bonanza
11. Toxic Tower
12. Stronghold Showdown

Arctic Abyss

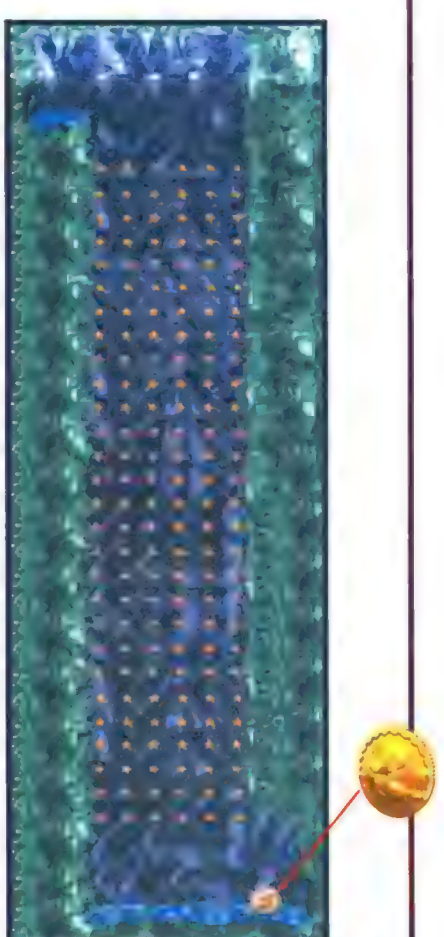
Our advice here is to get Enguarde and charge up for super speed whenever you come to a horizontal stretch of water. This will help you reach certain areas before the water recedes.

2 BONUS AREA

Finding the second Bonus Area takes a little bit of exploration. With Enguarde, drop down the shaft and swim to the right through the wall.

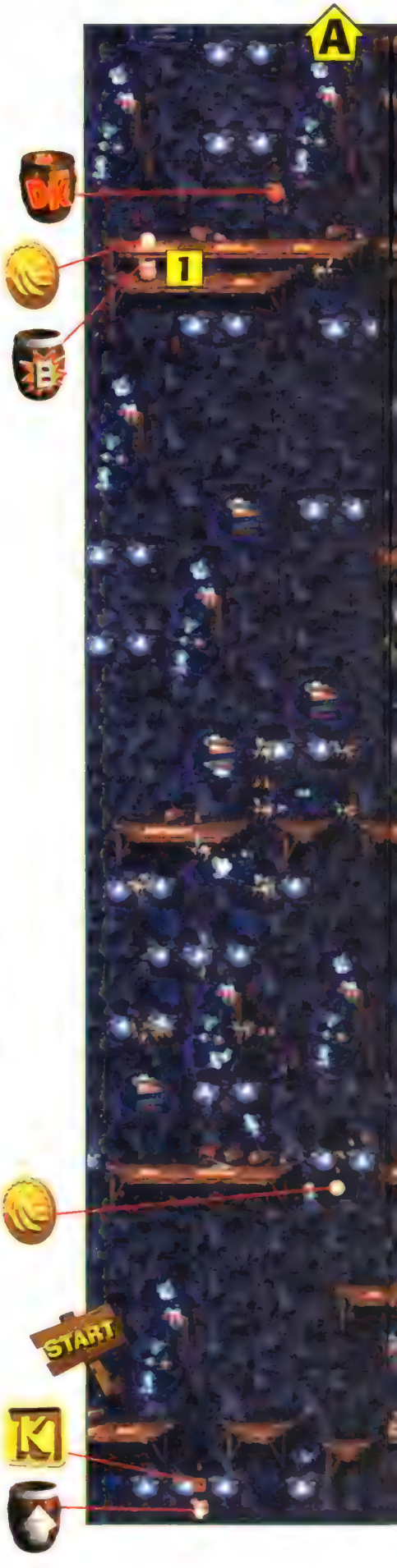
1 BONUS AREA

Find a pair of bananas floating just below the cavern ceiling. Press and hold the A Button to charge up, then release the button to smash through the ice into the first Bonus Area.



Windy Well

Gusty Glade was a walk in the park compared to this! Use the Control Pad to steer as you float on the air currents. Try to glide under enemies just as they turn and start moving towards you. Pressing Up or Down speeds up or slows down your vertical flight.

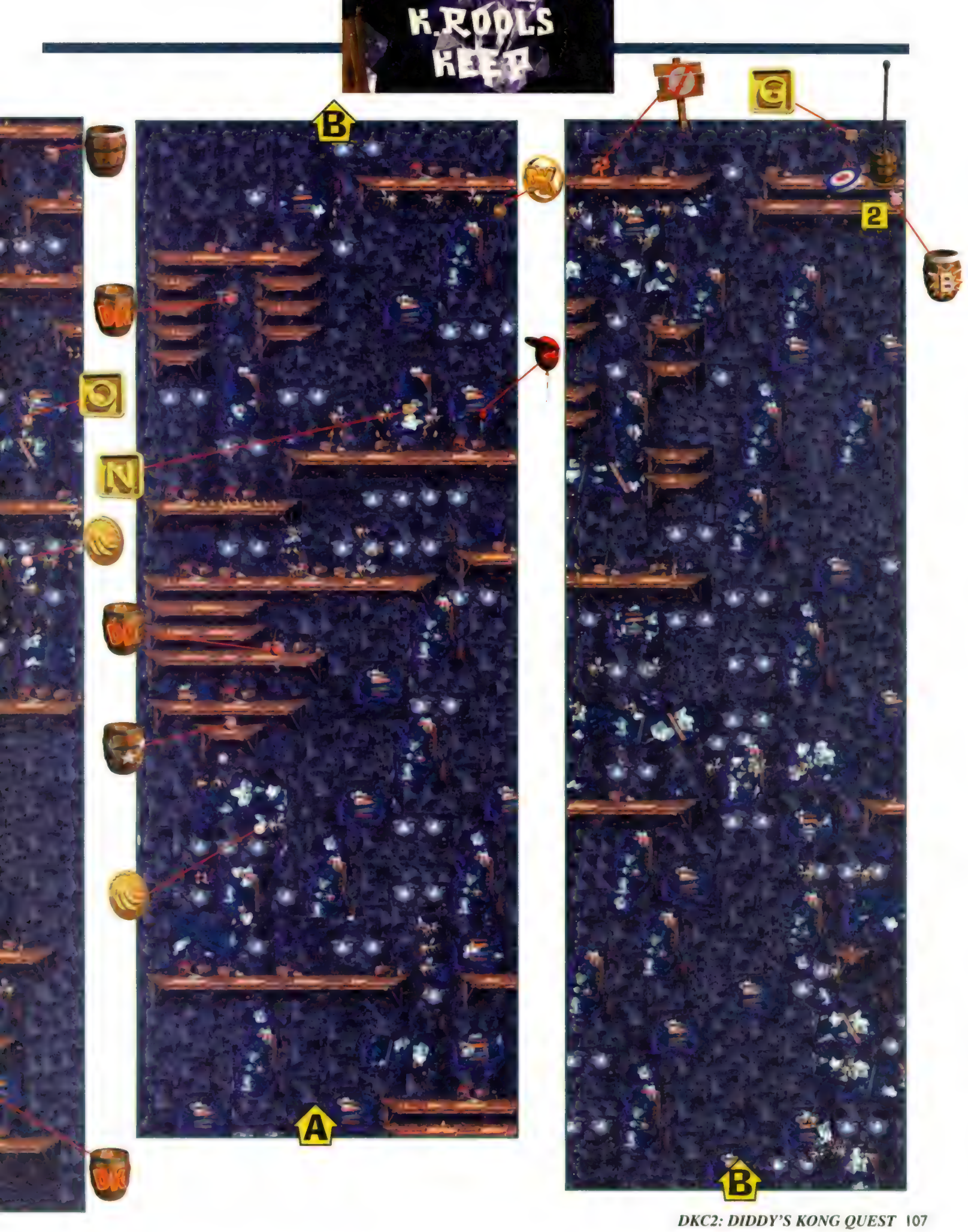


1 BONUS AREA

As you travel through the stage, you may not think of going off to the sides to search for Bonus Areas. Swoop under the Zinger to reach the Bonus Area.

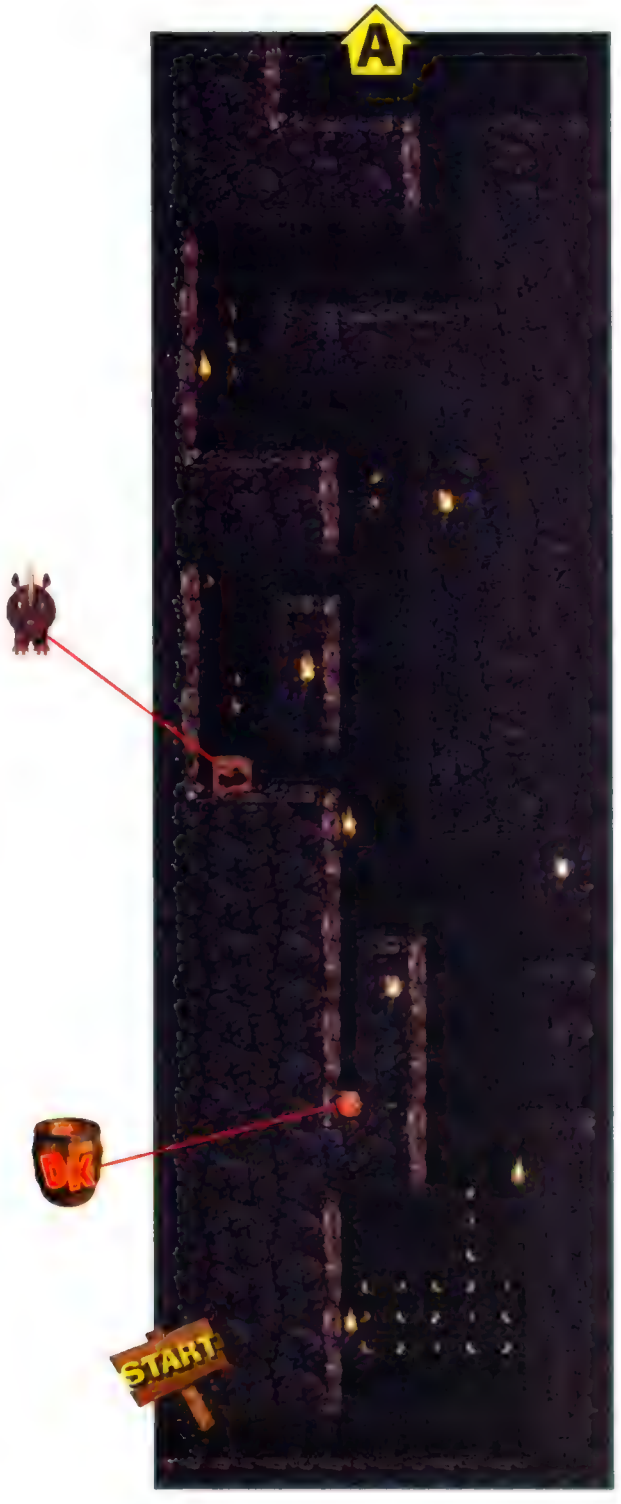
2 Bonus Area

Jump to the lower platform to find the second Bonus Area. When you return to the main stage, glide above the exit target, then drop down.


K.ROOL'S KEEP
B
A
2
B

Castle Crush

You want booby traps? This entire stage is a booby trap! To avoid the worst perils, be sure to get Rambi. Grab the first DK Barrel you see, but wait until Kutlass appears. Whack him with it, then go to the left to find Rambi's crate.



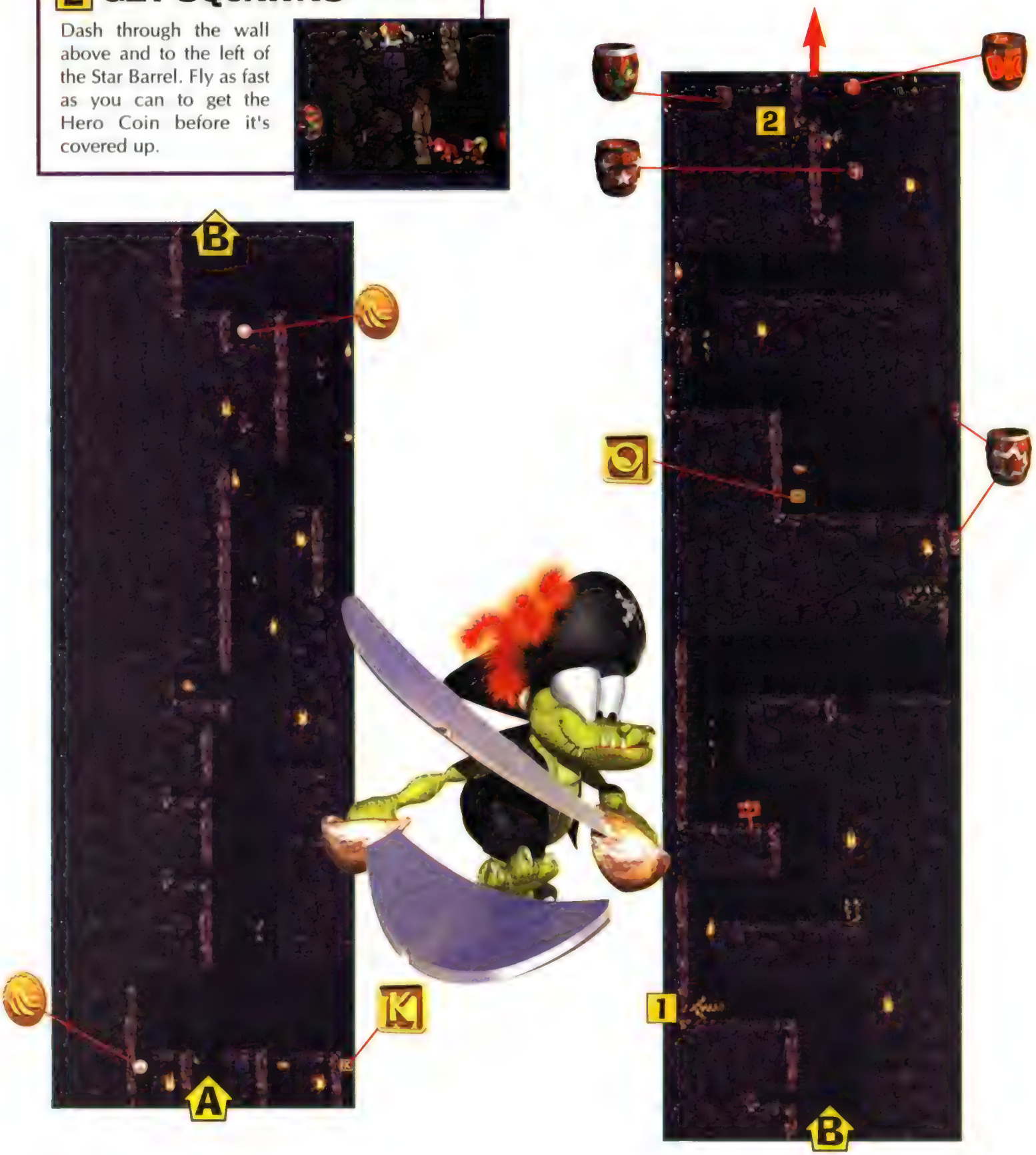
1 BONUS AREA

You must have Rambi to get into the first Bonus Area. Charge him up, then follow the arrow through the wall. His nearly invulnerable hide and horn will make short work of the Zingers in this area.

Continued on Pg. 110

2 GET SQUAWKS

Dash through the wall above and to the left of the Star Barrel. Fly as fast as you can to get the Hero Coin before it's covered up.



3 BONUS AREA

If Squawks makes it this far, he'll turn into a TNT Barrel. Use it to blow up the wall just above and to the left of the "No Squawks" sign. In the Bonus Area, forget about the bananas. The floor will rise faster the higher up you go.

From Pg. 109

K. ROOLS
KEEP

D
C

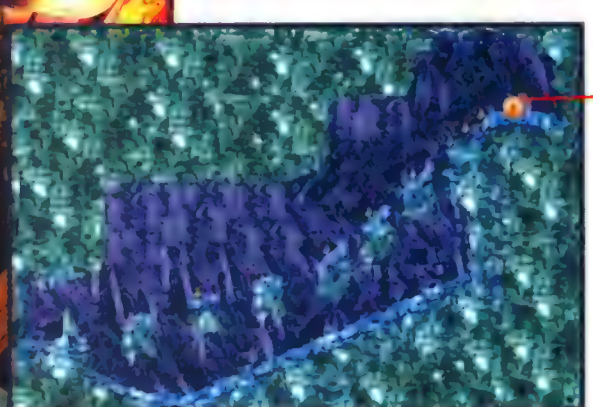
3
D

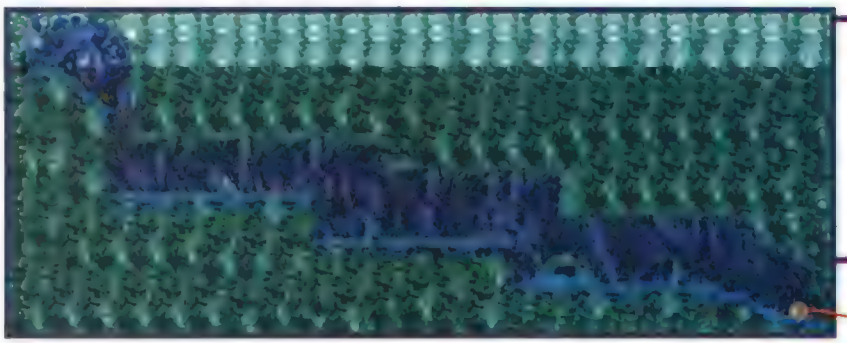
Clapper's Cavern

Good ol' Clapper is back, and so is that Lockjaw who would love to have monkey sushi for his blue plate special! Dash or cartwheel across the ice, then use your momentum to slide under some of the Zingers. Skip the bonus items and just get to solid ground before the ice melts.

1 BONUS AREA

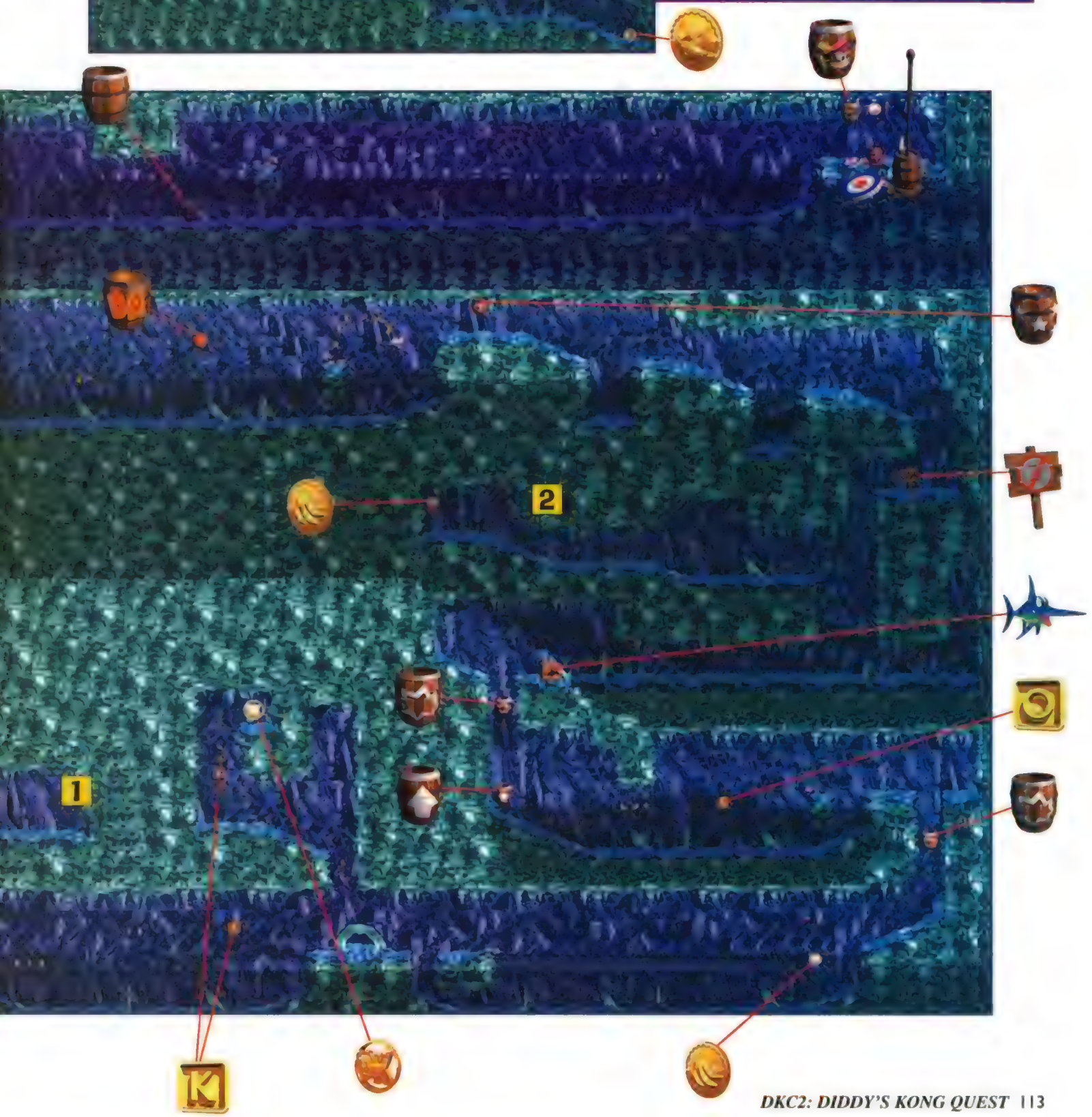
This area is easy to find. Team throw above the starting point to find this Bonus Area. You'll get the letter K and the Hero Coin on your way back.





2 BONUS AREA

This Bonus Area is simple enough to find, if you know where to look. Once here, make a quick dive for the exit.

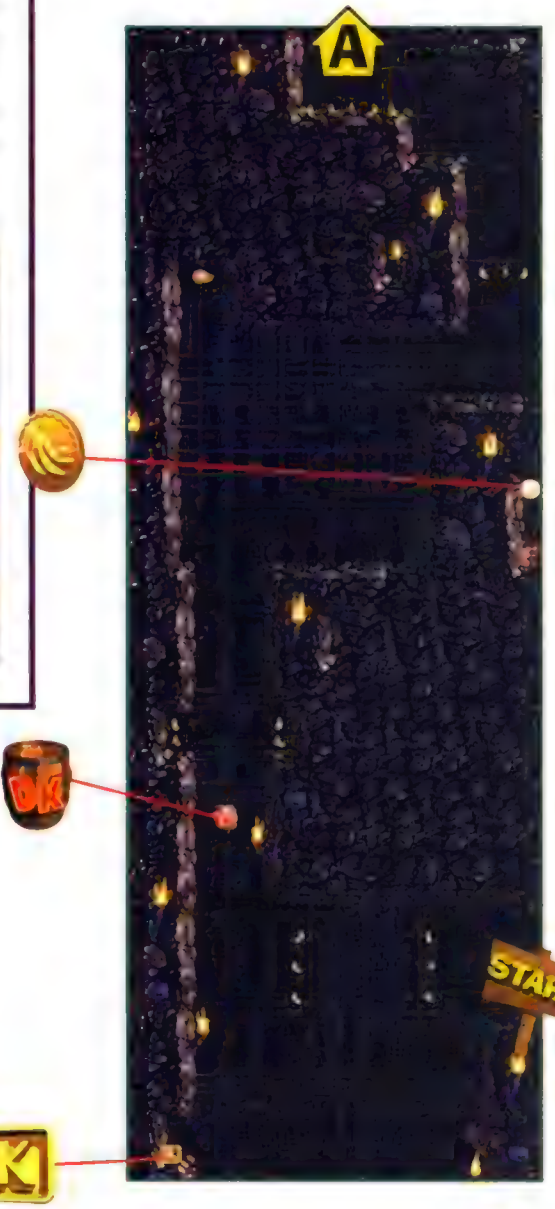


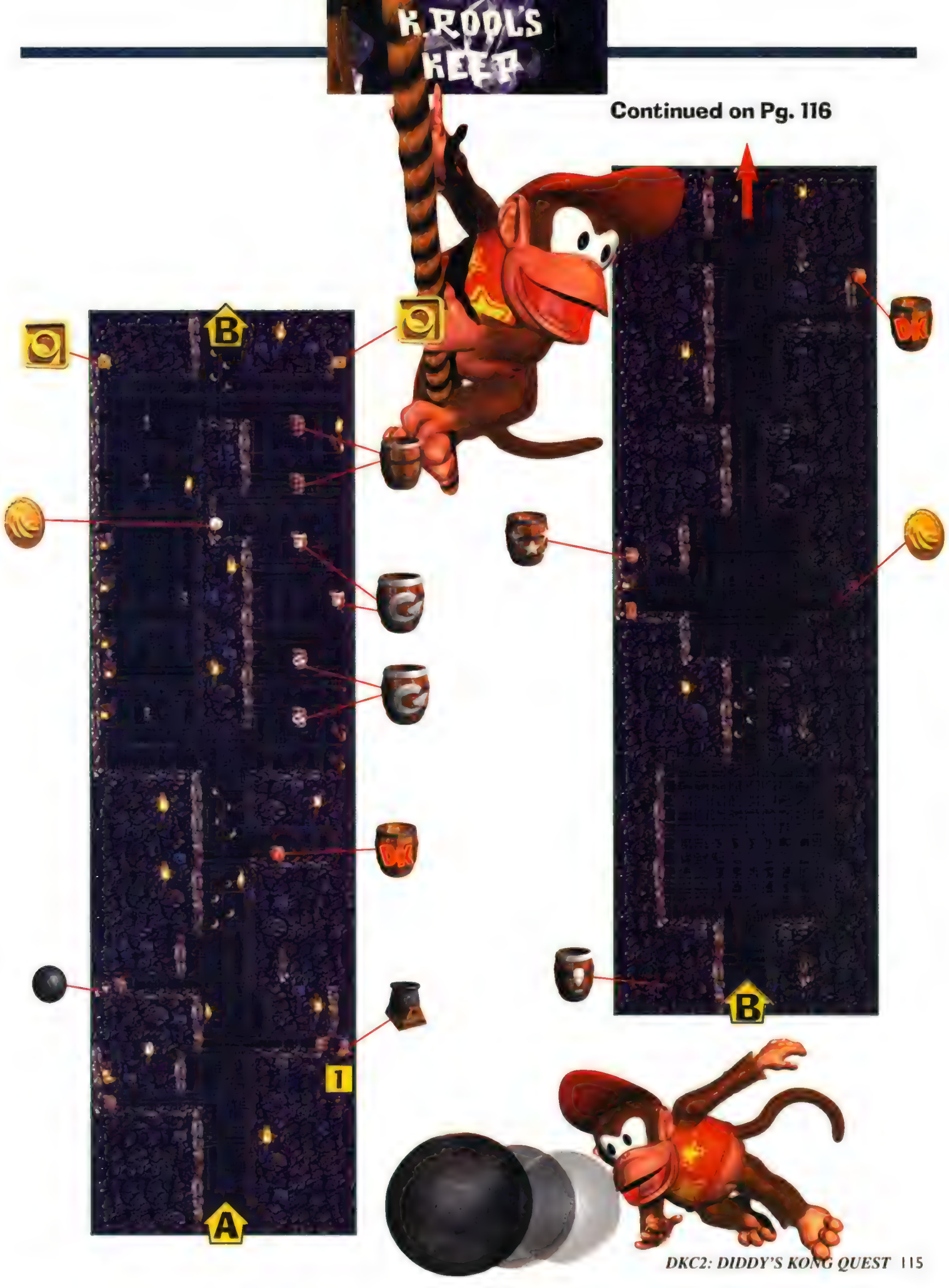
Chain Link Chamber

Video veterans will recognize the salute to past Donkey Kong games in this stage! Dixie's helicopter spin works wonders in the Bonus Areas, but Diddy's greater climbing speed will tip the scales in his favor in the main stage. Go past the exit target to get the letter G.

1 BONUS AREA

Climb past the Krooks, then stomp on them. Lure Klobber out of the left tunnel, grab the Kannonball and head for the Kannon. If you've lost your partner, you can collect the DK Barrel when you emerge from the Bonus Area.

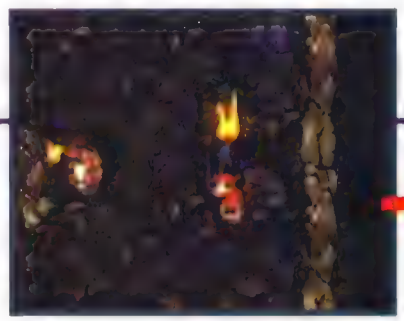


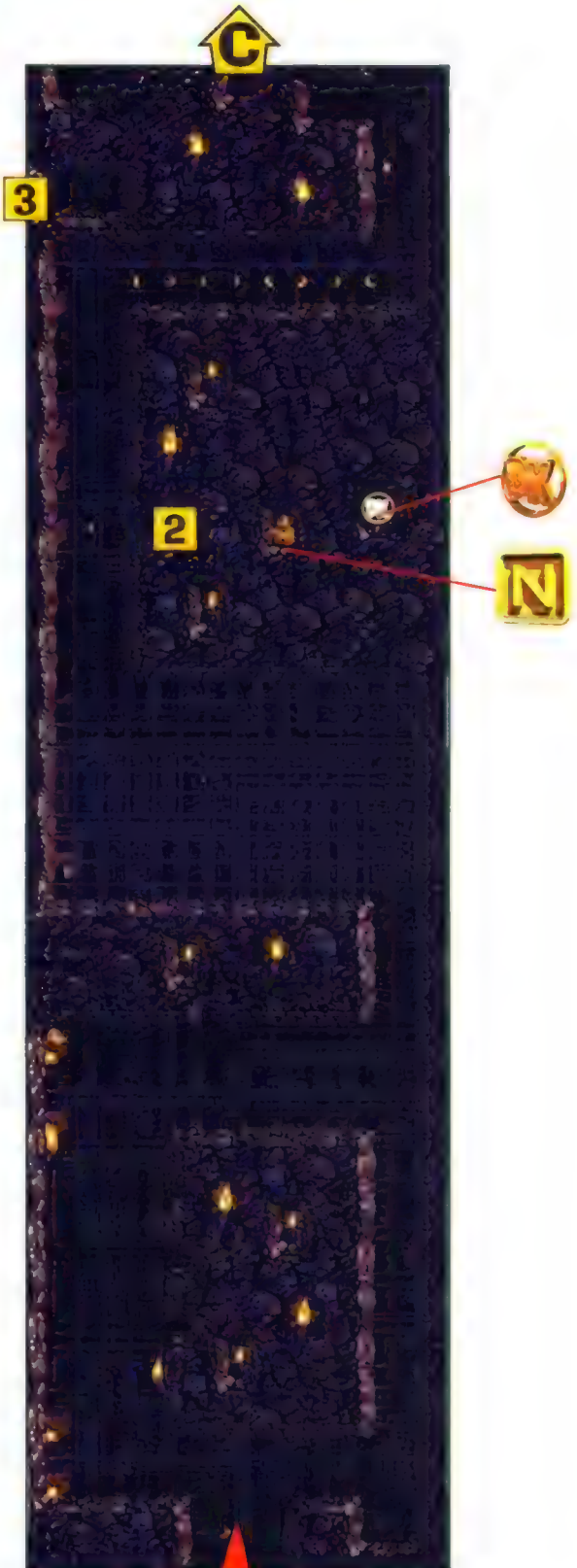

K. ROOL'S KEEP
Continued on Pg. 116
B
B
A
1

CHAIN LINK CHAMBER

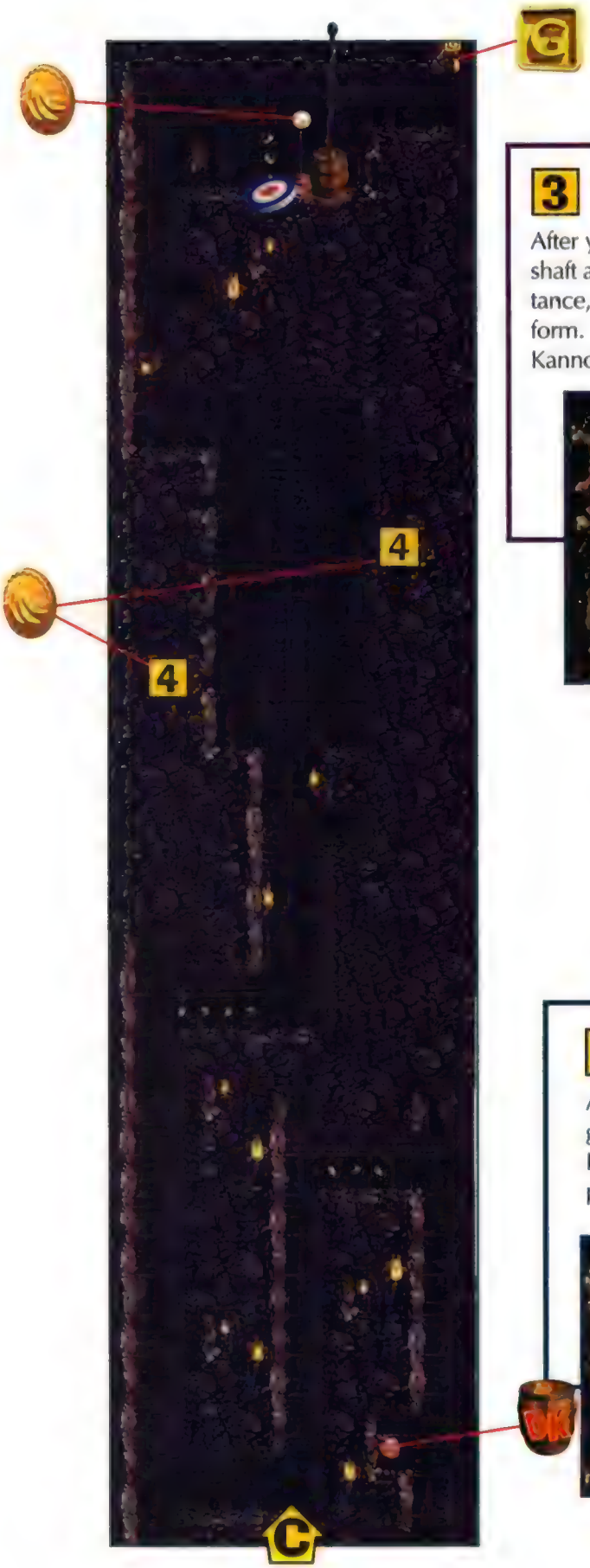
2 HIDDEN SWAG

Grab the Exclamation Point Barrel (see the lower left corner of the map on the previous page) to get to the second Zinger swarm quickly. In the shaft above them, look for a lone banana, then jump through the wall to the right.





From Pg. 115



3 BONUS AREA

After you get the Hero Coin, climb up the shaft and go to the right. Go up a short distance, then jump left onto a hidden platform. Run to the left and defeat the Kannons to enter the Bonus Area.

4 MORE HIDDEN SWAG

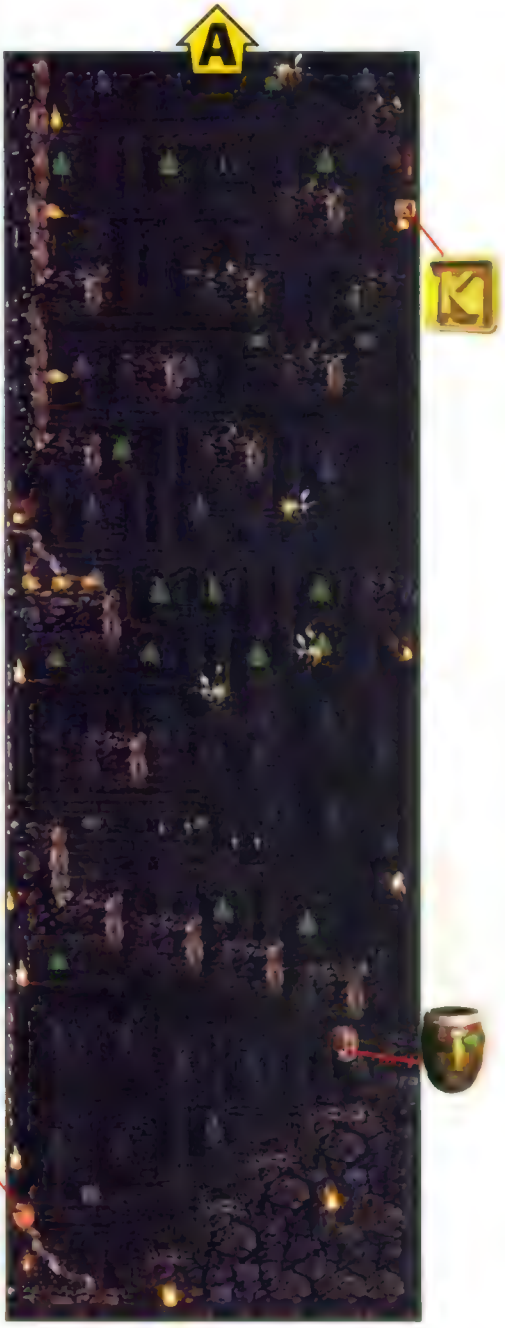
As you've found, there's a lot hidden in these walls! If you see a single banana in a shaft, jump left and right to see if there's a platform. In this case, the Neckys are the cues, not bananas. Defeat or climb past them, then leap to the wall.

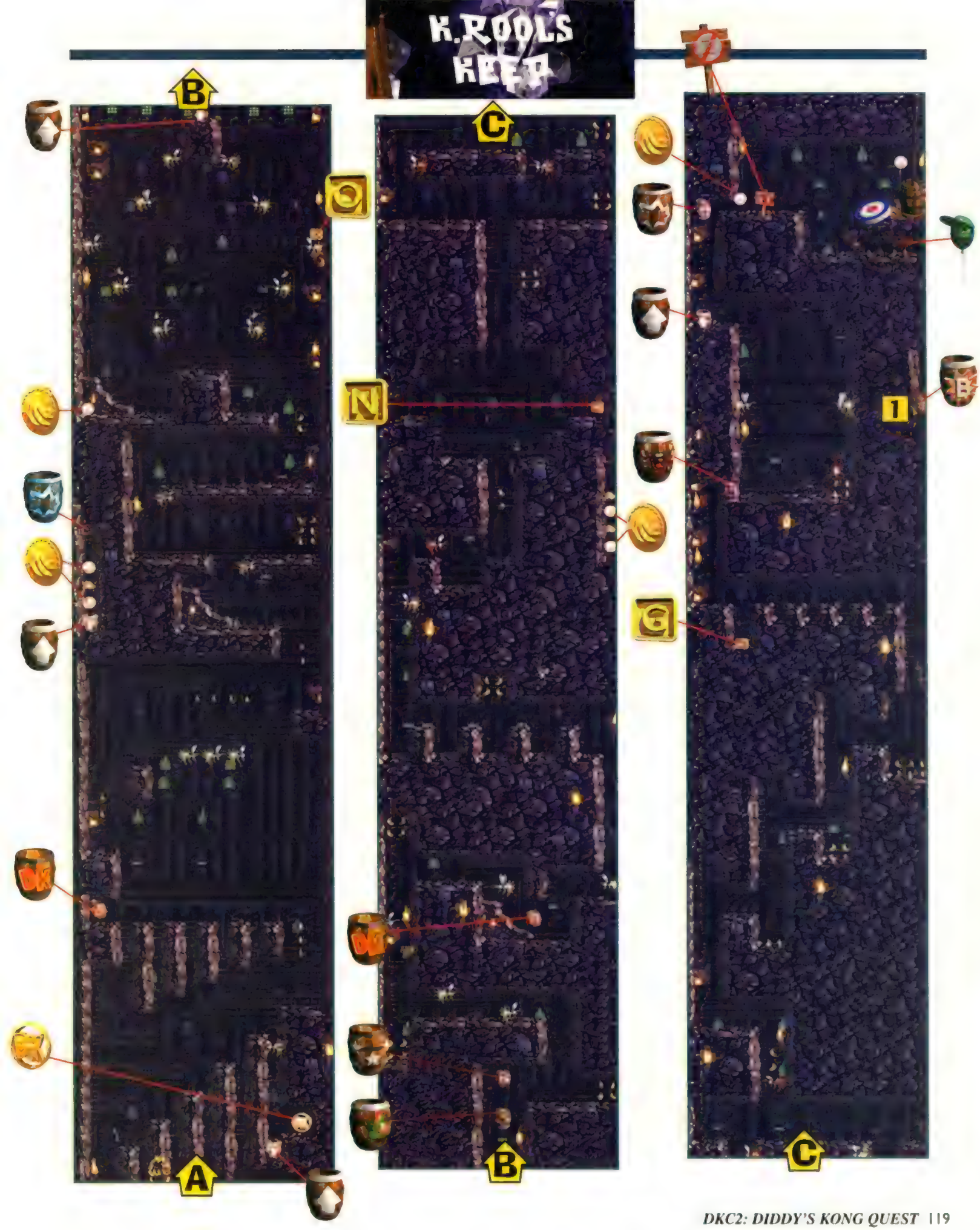
TOXIC TOWER

This stage eats extra lives like candy! Keep ahead of the glowing ooze with lots of super jumps. Check the maps to find the hidden short-cuts and Blast Barrels (the second one is marked by a banana). If you're near the exit and the ooze is right behind you, go past the target to make it recede.

1 BONUS AREA

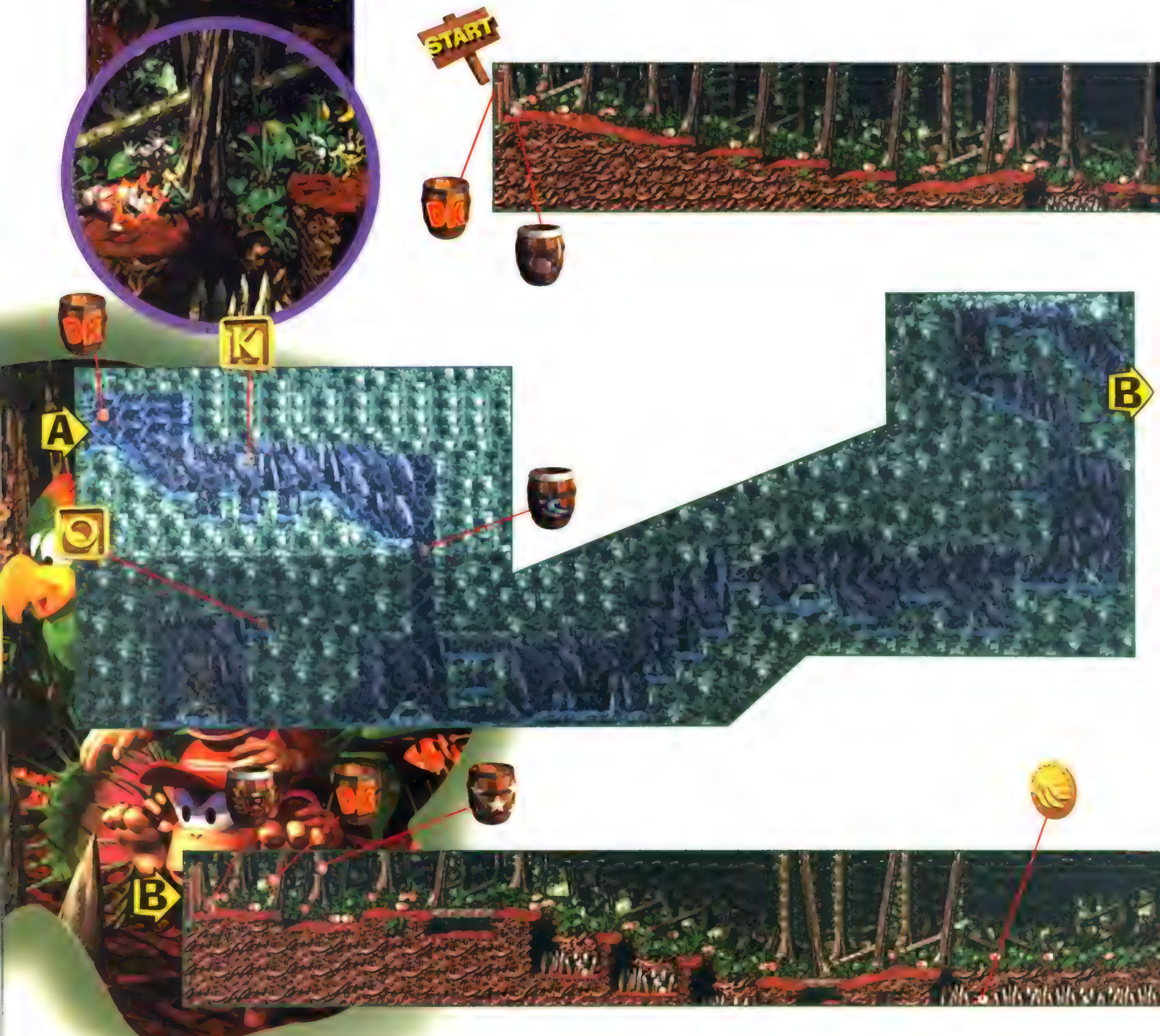
After you find Squitter, look for a Zinger about halfway up the right wall. There's a camouflaged passage right behind it. Zap the Zinger with an attack web, then follow the passage to the Bonus Barrel. Once in the Bonus Area, use your platform webs to get to the top of the area.




K. ROOL'S KEEP
B
C
N
1
A
B
C

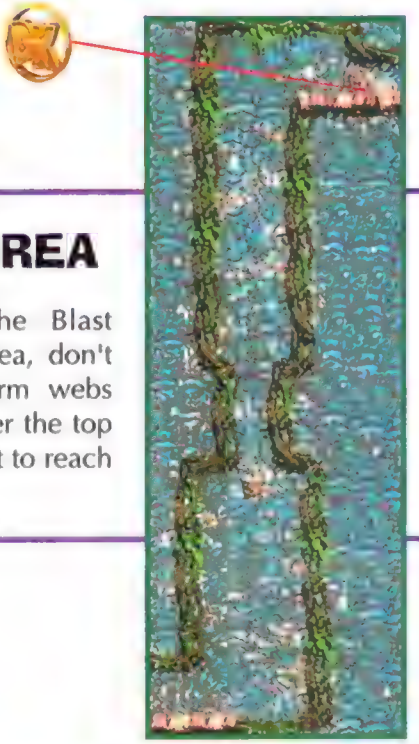
Animal Antics

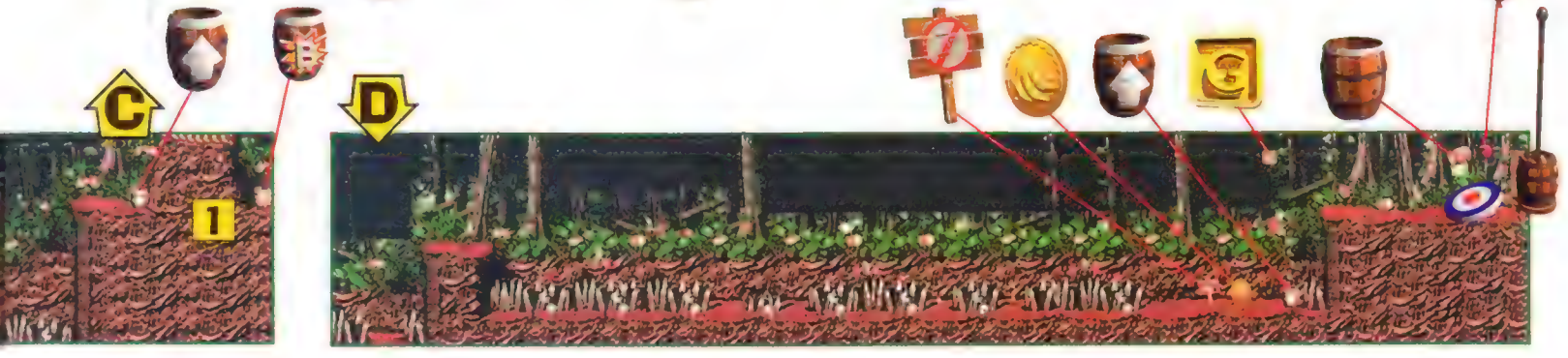
This stage contains what may be the toughest sequence in the game! In Squawks's area, you'll contend with Zingers, brambles... and the wind! If you tap the Control Pad to direct your flight, the wind won't affect you as much.



1 BONUS AREA

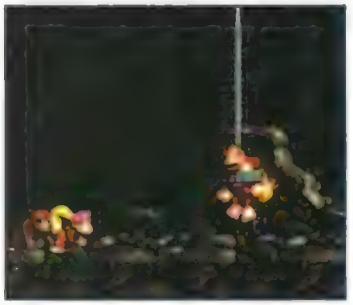
When you reach the Blast Barrel in Squitter's area, don't jump in. Spin platform webs above you and go over the top of the rock on the right to reach the Bonus Area.





Stronghold Showdown

Congratulations! You've made it to the top of K. Rool's Keep, and there's your bud, DK! Once you get him untied, you'll show that Kremling creep, K. Rool, that he's no match for the Kong... huh? Hey! Come back here! DK! DK!!



Hah! So these are the Great Video Game Heroes, eh? Well, ol' Cranky would never have been taken in by a lame trick like that! If I'd been playing this game, I'd have seen that coming two stages ago! Well, don't just stand there with your knuckles dragging on the ground! Git!

THE FLYING KROCK

1. Screech's Sprint
2. Funky's Flights II
3. Kong Kollege
4. K. Rool Duel

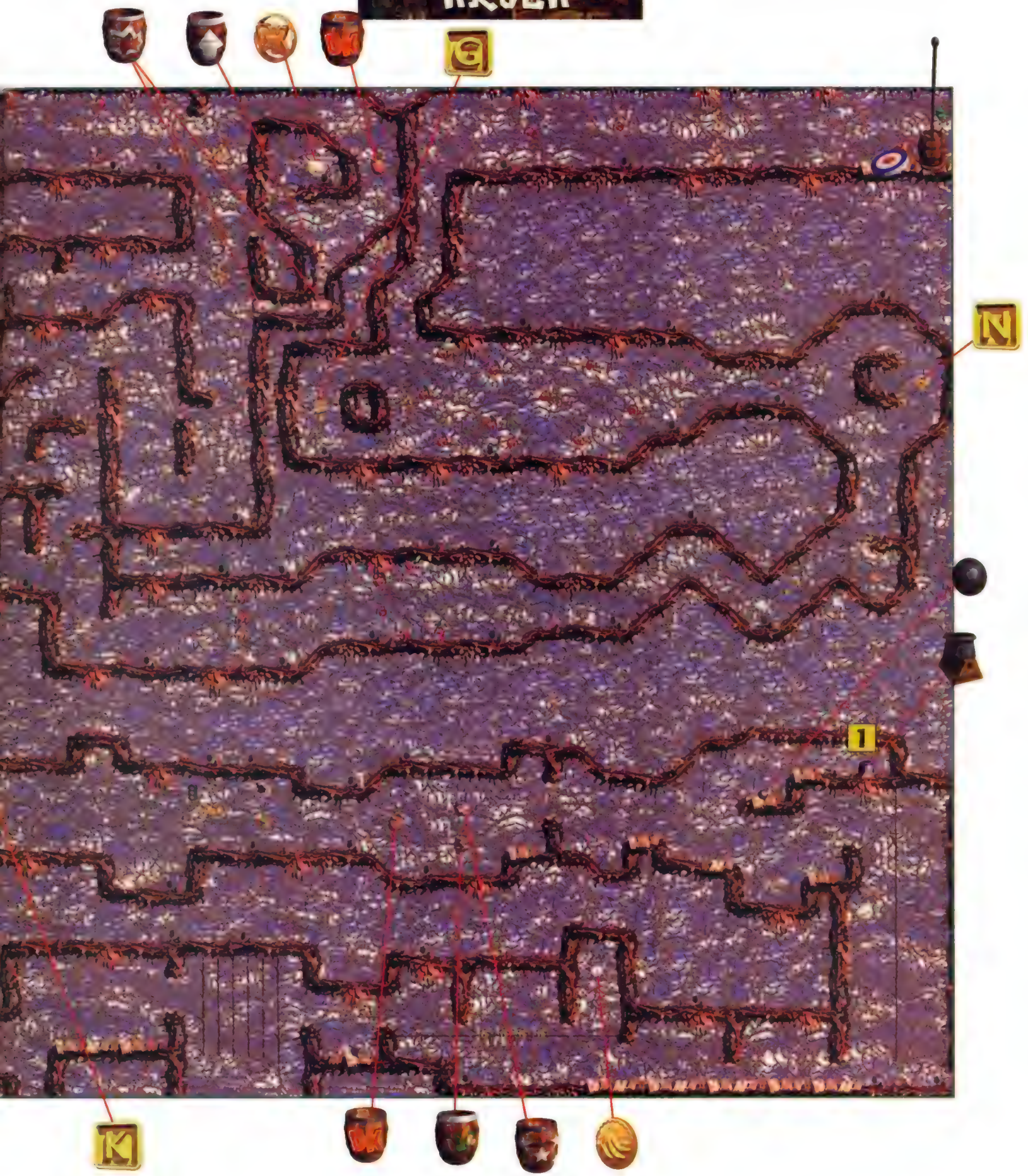
Screech's Sprint

From the start of the race, go left and down to find invisible Blast Barrels. These will give you enough of a lead to get the Hero Coin. From there, go down and left to barrels that will shoot you back into the race.

1 BONUS AREA

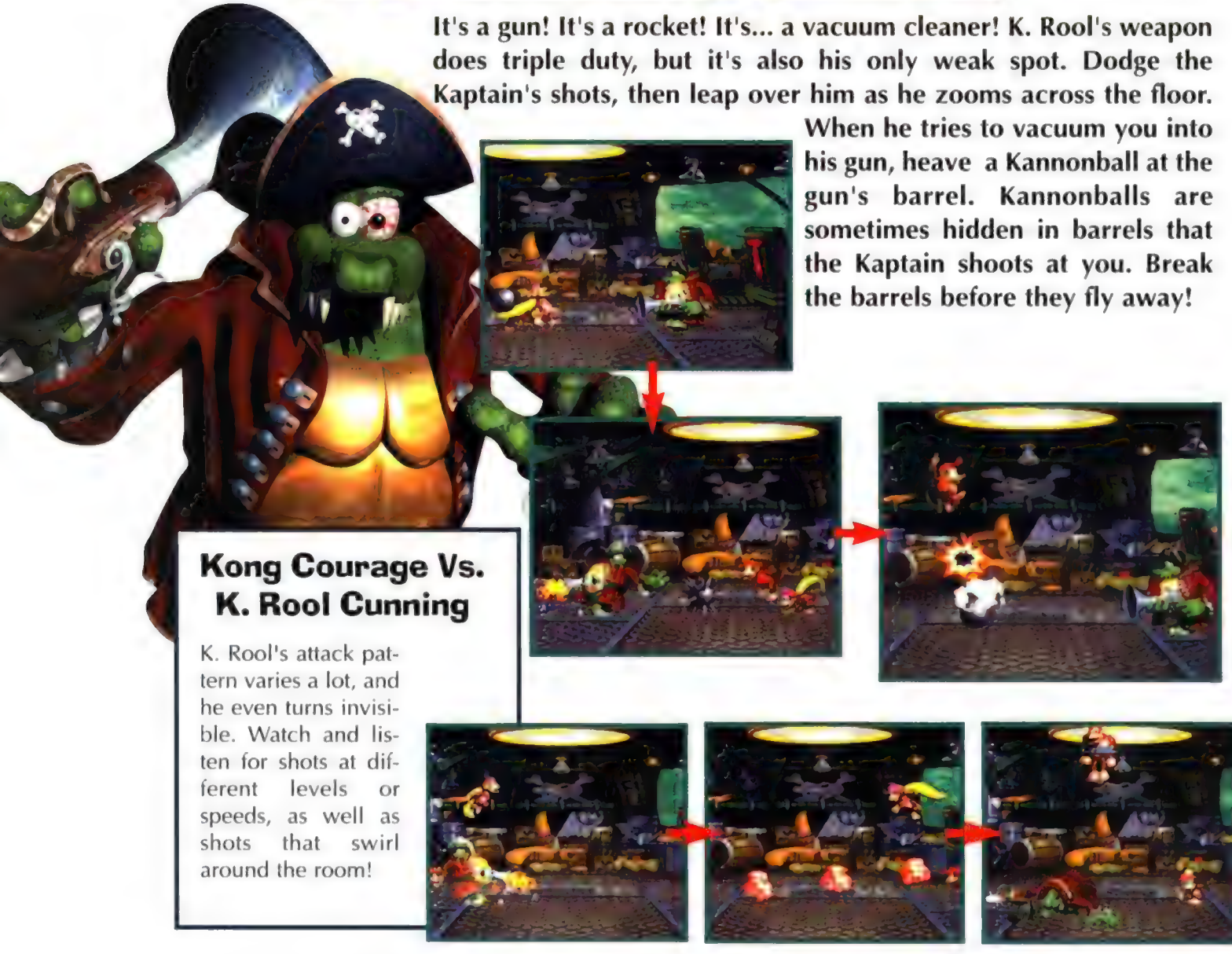
Team jump up and right from the main path to get to the Kannonball. Team jump again to find the Kannon on the right.

THE FLYING KROCK



K. Rool Duel

It's a gun! It's a rocket! It's... a vacuum cleaner! K. Rool's weapon does triple duty, but it's also his only weak spot. Dodge the Kaptain's shots, then leap over him as he zooms across the floor. When he tries to vacuum you into his gun, heave a Kannonball at the gun's barrel. Kannonballs are sometimes hidden in barrels that the Kaptain shoots at you. Break the barrels before they fly away!



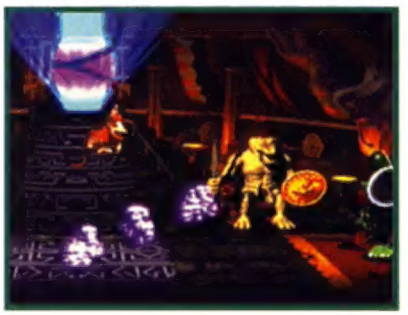
Kong Courage Vs. K. Rool Cunning

K. Rool's attack pattern varies a lot, and he even turns invisible. Watch and listen for shots at different levels or speeds, as well as shots that swirl around the room!

THE END (?)

Not bad, you two, not bad at all. Maybe you'll make good video game heroes after all... NOT! Haven't you got some unfinished business? Now that you have the last Kremkoin, you should complete whichever Lost World stage you've left for last. What do you mean, "What will happen after that?" Well, bejabbers! Haven't you figured it out by now? This game isn't over yet, silly monkeys! Not by a long shot!

Krocodile Kore



Holy Krocamole! It's K. Rool!

The Krem-sharks didn't get him after all! After you finish all of the Lost World stages, the giant Krockhead at the center of the Lost World opens to reveal the absolutely final stage of the game. Kaptain K. Rool comes back from a near-knockout to go one more round with you. He picks up the fight right from where you left off, so you can use the same strategies as before. If you win this last bout, maybe the Kremling threat will finally be over... yeah, right!

PLAY THE GAME ON YOUR TERMS. GET IN THE SUPER POWER CLUB AND GET A FREE SET OF DKC 2 CAPS!

SO KAPTAIN K. ROOL IS TOAST, BUT WHAT ABOUT THE NEXT GAME YOU BUY? WHERE ARE YOU GOING TO FIND THE TIPS, HINTS AND *INSIDER INFORMATION* TO TAKE YOU BEYOND THE "RESET RUT?" PLAY EVERY GAME ON YOUR OWN TERMS WITH A SUBSCRIPTION TO NINTENDO POWER MAGAZINE. KICK BACK, FLIP OPEN THE MAG AND DISCOVER WHY MORE THAN A *MILLION GAMERS* GRAB NINTENDO POWER MAGAZINE EVERY MONTH. SCOPE OUT THE LATEST CODES, TIPS, FULL COLOR MAPS AND IN-DEPTH REVIEWS OF THE *HOTTEST GAMES* THIS SIDE OF CROCODILE ISLE. PLUS, IF YOU JOIN NOW, YOU CAN *CASH IN* ON YOUR MEMBERSHIP RIGHTS TO GAME PAK COUPONS, EXCLUSIVE GEAR IN THE *SUPER POWER SUPPLIES CATALOG,* AND PICK UP SOME FREE COLLECTIBLE DKC 2 CAPS.

ONLY EIGHTEEN BUCKS

*ALL FOR JUST $18!** GET ON THE PHONE, CALL *1-800-255-3700,* ASK FOR OFFER #2508 AND GET YOUR COOL COLLECTION OF DKC 2 SLAMMER CAPS FREE!**

**Residents of Canada pay $25 Canadian funds.*

***Offer good while supplies last.*

GET THE PLAYER'S GUIDE THAT DELIVERS ALL THE BANANAS—AND MORE

You won't have a banana's chance in a monkey cage of saving Donkey Kong from those Krooked Kremlings without this Player's Guide. Donkey Kong Country 2 is a huge land loaded with jungles, caves, mines, coral reefs, temples, volcanos and bunches of other crazy places. Every path is riddled with enemies and other pitfalls.

Diddy and Dixie are Donkey's only hope of freedom. This Player's Guide is your only hope of helping them. You need hot tips. You need survival tactics, enemy briefings, inside information on who the good guys are, where they hang, and what they can do for you. You need maps—all of them. You need this Player's Guide. Or you'll go bananas.

EVEN CRANKY KONG USES A PLAYER'S GUIDE

He won't admit it, but even Cranky uses a Player's Guide to stay in the game. It's tough. If you don't want to get Klomped, or hit by a Kannon, or turned into mincemeat by Kutlass, or drooled on by K. Rool, you need to know how they fight, what tricks they pull, and how to beat them at their own game. Expert advice is what you want. Here's where you get it. No matter how you peel it, the Player's Guide is the only way to make it through Donkey Kong Country 2 without any slips.

0 45496 69093 9